TOKUMA RPG STRATEGY GUIDE SERIES

DRAGON WARRIOR IV™

Nintendo ENTERTAINMENT SYSTEM®

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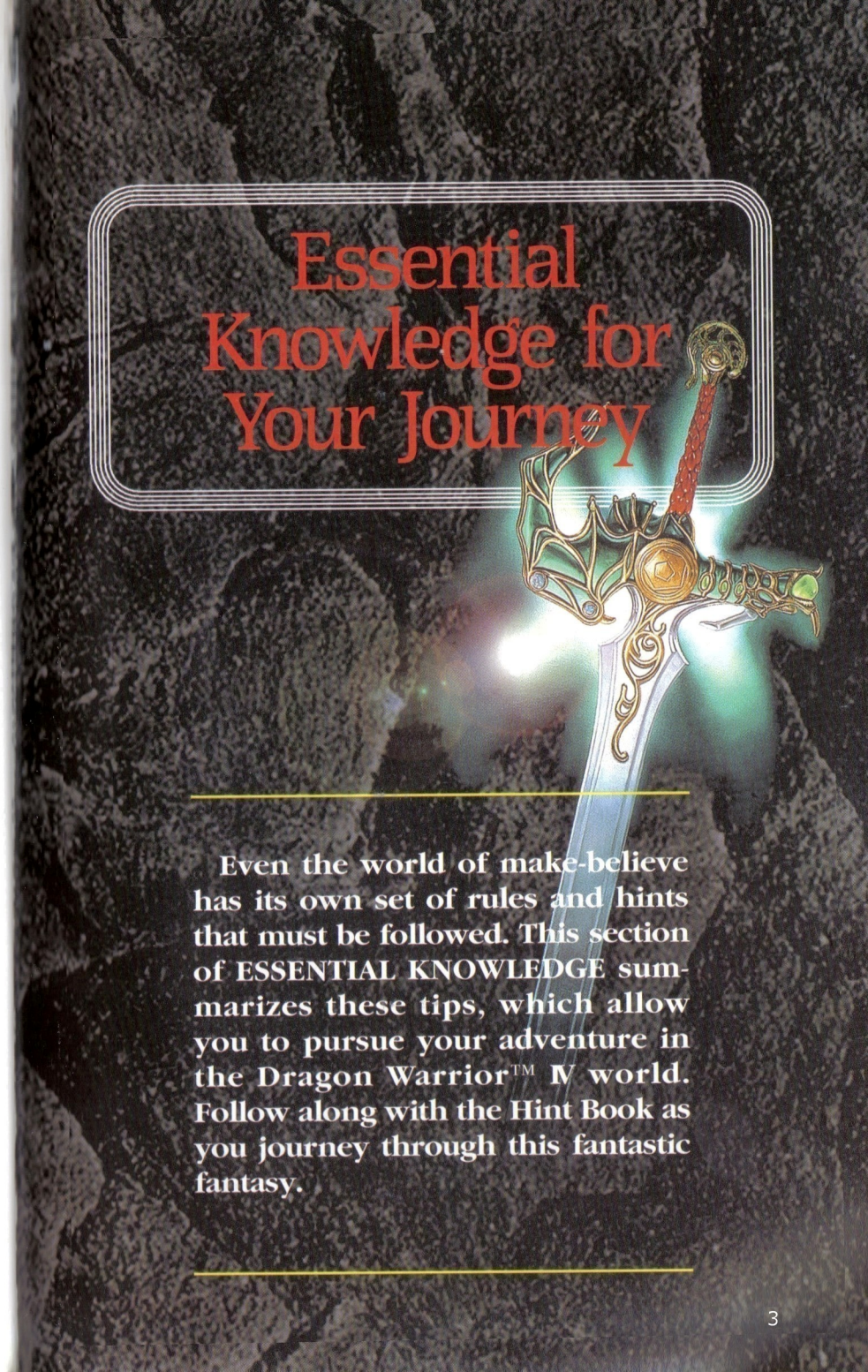


Essential Knowledge for Your Journey

Even the world of make-believe has its own set of rules and hints that must be followed. This section of ESSENTIAL KNOWLEDGE summarizes these tips, which allow you to pursue your adventure in the Dragon Warrior™ Ⅳ world. Follow along with the Hint Book as you journey through this fantastic fantasy.

●The Game

As in many RPG's, the hero of Dragon Warrior™ Ⅳ does not appear until partway through the game.

The game is divided into five chapters. During the first four chapters you will face various challenges.

By succeeding at each challenge you help develop a total of seven characters. With these seven characters at your side you, the Hero, will take on the final challenge in the last chapter.

Chapter 1: The Royal Soldiers

This is the story of Ragnar, a royal soldier. It's an adventure around Burland. Ragnar, by order of King Burland, tries to solve the riddle of the children's disappearance in Izmit Village.

Chapter 2: Princess Alena's Adventure

This story is about Alena, the high-spirited princess of Santeem. She embarks on a journey to test her strength. Since she feels uncomfortable about going alone, Cristo, the chancellor, and Brey, the wizard, go with her.

Chapter 3: Taloon the Arms Merchant

This is the story of Taloon, the arms merchant who works in a weapon shop in Lakanaba. He sets out to establish his own shop and become the world's top arms merchant.

Chapter 4: The Sisters of Monbaraba

This is a story about two sisters: Mara, a dancer, and Nara, a fortuneteller. Their father, a famous alchemist, was betrayed and assassinated by one of his pupils. The sisters set out to avenge their father.

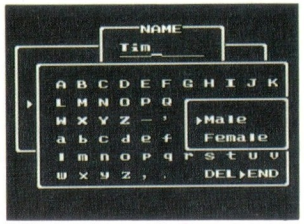
Chapter 5: The Chosen Ones

This story is about a young person from a village deep in the mountains. The villagers were raising the child to be a hero, but the town was attacked before the youth had grown up. Alone, the child sets out to become a real hero.

●Proceeding with your adventure

■Create your own character!

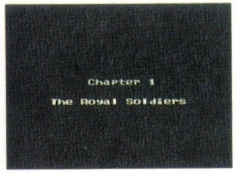
When you enter the Dragon Warrior™ Ⅳ world, register the name and sex of your character. After pressing the start button, use the screen on the right to make your entry. Moving the cursor, enter your name letter by letter. After entering, put the cursor on END, press the A button, and the name is set. Next, you are asked to specify your sex, so point the cursor to either Male or Female and press the A button again. After you set the message display speed, the game begins!



▲The hero's name is Tim!

■Beginning an adventure

The game begins with Chapter 1. The message window will open and display the chapter's foreword. After you finish reading it, the screen brightens and you'll hear what the King and a mother from the Izmit Village have to tell you. In Chapter 1, you hear mostly from the King. This gives you a rough idea of your objective. Since you'll be lost if you don't listen carefully, it's a good idea to take notes from his instructions. After his talk, the adventure begins.



▲Chapter 1 title

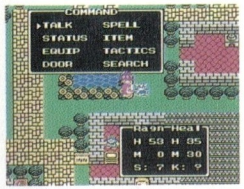
▲The foreword is displayed...

▲Listening to the King

■Don't miss out on the local gossip

Just from the King's speech, it's not clear exactly what to do to get started. Therefore, check with those around you. When you approach someone near you and speak to him with the TALK command, he'll turn to you and tell you some rumors. Much of what is said is nonsense (rumors naturally tend to be that way!). However, some people will remove the blinders from your eyes, and others may ask a favor of you. When someone requests something from you, you'd better do your best to fulfill their request.

Doing someone a kind favor can often start you on your way to solving a riddle.



▲Getting close to speak to someone

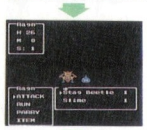
▲He'll turn and speak to you

Defeat monsters and advance to the next level

The kind of monsters you'll meet depends on the particular region of the Dragon Warrior™ Ⅳ world through which you are travelling. (See the alphabetical list of monsters at the back of the book.) By and large, you will encounter stronger monsters as the game progresses. In order to advance, you must defeat the monsters in your present region and earn enough experience points to raise your character's level.

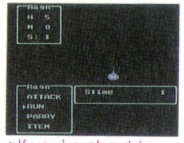
When you step outside of the town or village you're in, you may encounter monsters at any time. When you come across a beastly critter, the fight is on! The fight consists of repeated attacks between the player and the monster, and continues until you or the monster is defeated. When you win, your experience points increase and you'll also get some gold pieces! Sometimes you'll also get whatever treasure or item the monster had.

▼A fight has started

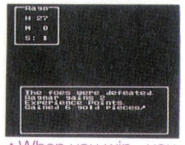


▶ATTACK continues

However, when you are defeated, your gold reserve will be reduced to half and you'll be taken to the House of Healing with your savings. If in the middle of the fight your character looks like he is about to be beaten, you should either cure him with the Medical Herb, or flee using the RUN command.



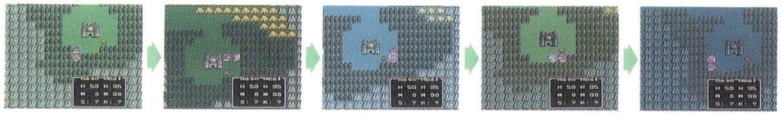
▲If you're about to lose, RUN



▲When you win, you get a prize

Day and night

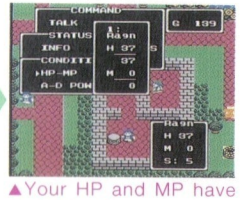
Sometimes when you're walking through a field, the color of the entire screen changes. This means that time has passed and the day has now turned into night. In a field you are more likely to encounter monsters at night. In the towns and villages, people change between day and night. Conversations you'll never hear during the day may be heard at night.



Recover your HP and MP at the inn

When your HP and MP get low from fighting monsters, return to a nearby town or village and stay at the inn. If you enter the inn and TALK to the innkeeper, he will give you a room for the night. When you leave the inn the next morning, you shall start a new day.

▲4 gold pieces is cheap



▲Your HP and MP have now returned

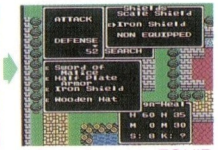
Save enough gold pieces to upgrade your weapons and armor

As you continue to defeat monsters in battles, you'll collect and save gold pieces. When you select the STATUS command, the quantity of gold pieces saved appears in the upper right-hand corner of the screen. Use the gold pieces to upgrade your character's weapons and armor. There are weapon shops and armor shops in the towns and villages. When you go into a shop, the shopkeeper will show you the list of items he has for sale. Choose what you want and buy it. Refer to the poster (WEAPONS AND ARMOR UPGRADE CHART) when choosing what to buy.

When purchasing new weapons or armor, it is a good idea to first sell your old equipment. This way you have more spending money, and won't have to carry your old equipment.

One thing you mustn't forget is to EQUIP the character(s) after you buy weapons and armor. Unless you use EQUIP, your weapons will be useless.

▲Choose and purchase from the list

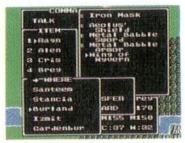


▲Don't forget to EQUIP

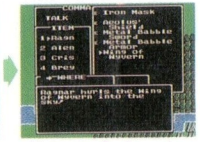
Take a ride with the Wing of Wyvern

In the beginning, the area for your activities is rather small so walking is not a problem. However, as the field widens, you may get tired from walking. In that case, buy a Wing of Wyvern at an item shop and fly with the USE function. (If there's someone in your party who can use the RETURN spell, you can do the same thing by chanting RETURN.) Choose your destination from the list displayed and fly there in an instant.

The Wing of Wyvern is effective also when you wish to return safely to a village or town after you have made a narrow escape from a cave or tower.



▲USE and you'll get the list



▲You can fly there!

Doors & Keys

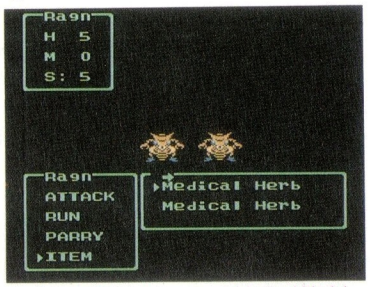
The Dragon Warrior™ Ⅳ world is rather safe for those who live there. Thus, you will find many of the doors in the towns, villages, and castles unlocked. However, there are doors that will require the right kind of key to open.

There are three types of locked doors and three different keys to be found. The doors, as shown below, can be opened by the Thief's key, the Magic key, and the Final key. When you find a key, you should return to any corresponding doors you could not previously open and take a look inside. You may find something useful.

How to battle monsters

When your character travels alone (Chapters 1, 3 and 5)

When your HP gets low from fighting you should regain your HP, either by staying at an inn or by curing yourself with a Medical Herb. Since you'd have to return all the way to a town or village in order to stay at an inn, we suggest that you buy some Medical Herbs in advance at an item shop before you set out for the field. This way you'll be able to raise your HP even if it gets low on the way to your destination or during a fight.



▲When HP gets low, use a Medical Herb!

When you are traveling with a party (Chapters 2, 4)

In Chapter 2 your party consists of Alena, Cristo and Brey. Since Brey can use the Sap spell, when you are confronted with many of the same type of monster, have Brey lower their defenses by casting Sap before attacking. Cristo's Surround spell is also effective. And when someone's HP is low, Cristo can cure them with the Heal spell. Nara's Sleep spell is very effective in Chapter 4. With it you can ATTACK after putting the enemy to sleep. And when the HP gets low, Nara should replenish it with the Heal spell.

▲Monster's DP is lowered!

▲Now, ATTACK all members

When you are traveling with a party (Chapter 5)

▲When you meet a strong-looking opponent

▲Set TACTICS on Offensive

In chapter 5, the activities of the hero's companions are determined automatically by the TACTICS chosen by the player. There are six kinds of tactics, as shown below. Usually there won't be a problem if you choose Normal, but when there are many monsters, you'd better set it to Offensive.

Normal	A balance between offense and defense
Offensive	Offense is the priority. Use lots of MP
Try Out	Try using all of your possessions
Save MP	Minimize MP consumption
Defensive	Defense is the priority
Use no MP	Use no magic at all

Maps and Strategic Hints

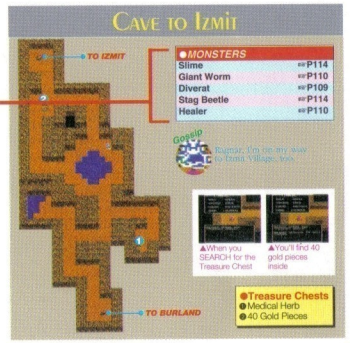
The following pages contain complete maps of the Dragon Warrior™ IV world. You will find towns, villages, castles, caves, towers and more. In addition, tactical tips for each chapter are given in detail. However, to increase the challenge of your adventure, try using the tips as a reference only when you're really stuck.

How to read the strategy pages

The "strategy pages" offer a guide for your journey through the story. The guide for reading place names and maps is shown below. If you are listening carefully to what people say in the castles and towns, you can quickly move forward with just the map. But if you get really stuck, then read a few of the strategic hints from this section. Glance at the headlines and read only the most appropriate section.

How to read maps

-"Monsters" indicates all monsters appearing in each cave or tower. Monsters marked by "P" are poisonous, so be careful. Monster data is given on pages 108 to 114.



How to read place names

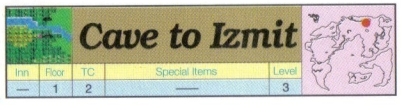
The field around the entrance.

-"Healing" (House of Healing), Inn, WS (Weapon shop), AS (Armor shop), and IS (Item shop) indicate whether this particular facility is present or not.
-"TKD,MKD,FKD" indicates the number of each door type.
-"Level" indicates level for this location. Naturally, it's more challenging to go in at a level lower than recommended.

Which part of the overall map is it?

-"Treasure Chests" the number located in this section corresponds to a treasure chest shown on map. This will help you find what inside.
-"★" on the map indicates there is an item in a drawer, jar, flower bed, etc.

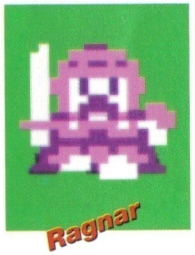
-"Inn" shows whether or not there's an inn. If there is an inn, it's marked with a dot.
-"Floor" shows the total number of floors.
-"TC" shows how many treasure chests there are.
-"Special Item" lists the locations of all the special items.
-"Level" indicates the player's recommended level for entering safely.



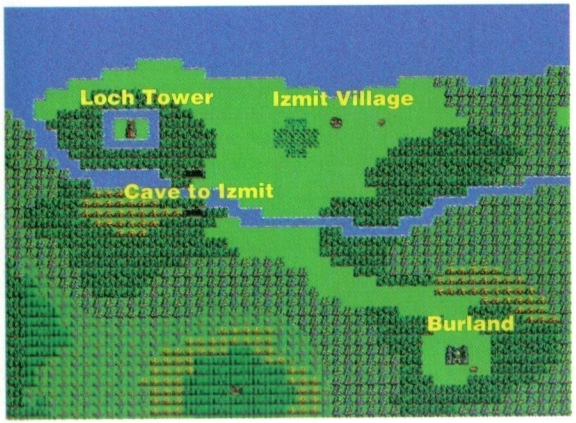
Chapter 1

The Royal Soldiers

The main character in Chapter 1 is Ragnar, a royal soldier of Burland Castle. To maintain peace in Burland, Ragnar trains each day with his sword. Although he is unable to use spells, he is an expert in weapons and armor. He's not agile and may be injured frequently in battle. It is a good idea to carry many Medical Herbs to recover his HP until he meets his companion Healie.



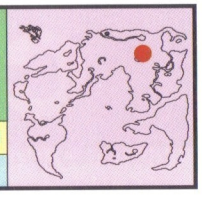
Action Area



Ragnar departs Burland for Izmit. With the information collected, he arrives at the children's Secret Playground through a hidden place in the field. USE the item obtained at the playground to enter the Loch Tower.

Burland

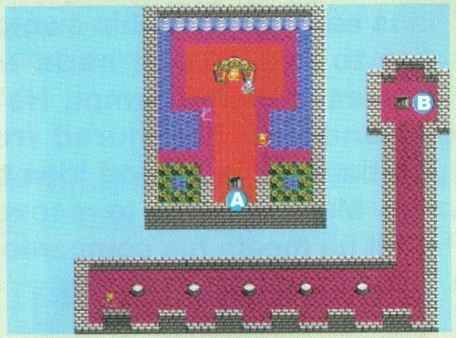
Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	1	0	0	1



The King of Burland is a warm-hearted person. Taxes are low and people's lives are stable.

One day the King summoned all the soldiers to the castle court. The assembly was about recent incidents of children disappearing in Izmit Village. Having listened to pleas from the mothers who came to him for help, he ordered his soldiers to pursue the cause.

Burland Castle



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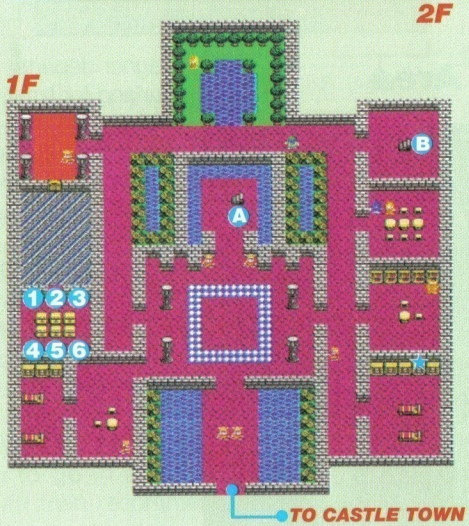


1F

●The King's speech

Everyone, at ease.
You must have heard the rumor that children have been vanishing recently.
The mothers from Izmit Village came to me in tears this morning, begging for help.
As the King of this country, I cannot ignore this problem any longer.
Find the cause of these disappearances and report to me! Go, my soldiers!

●Treasure Chests

❶ Lifeforce Nuts ❷ 160 Gold Pieces ❸ Iron Helmet ❹ Agility Seed ❺ Strength Seed ❻ 320 Gold Pieces

The Castle Town of Burland

2F

2F

Gossip

Izmit Village is on the coast beyond the cave, west of this Castle.

Gossip

I'm Flora. My husband, Alex, hasn't returned from his last trip. Tell me if you see him!

Gossip

Accumulate gold to buy more powerful weapons and armor. Be sure to equip yourself with them after you buy them.

●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Leather Armor	180	DP+12	●	●	●	●	●	●		
Chain Mail	350	DP+18	●	●	●	●		●		●
Leather Shield	90	DP+4	●	●		●	●	●		●
Scale Shield	180	DP+7	●	●		●	●	●		●
Leather Hat	65	DP+2	●	●	●	●	●	●	●	●
Wooden Hat	120	DP+6	●	●	●	●		●		●

●List of WEAPON SHOP

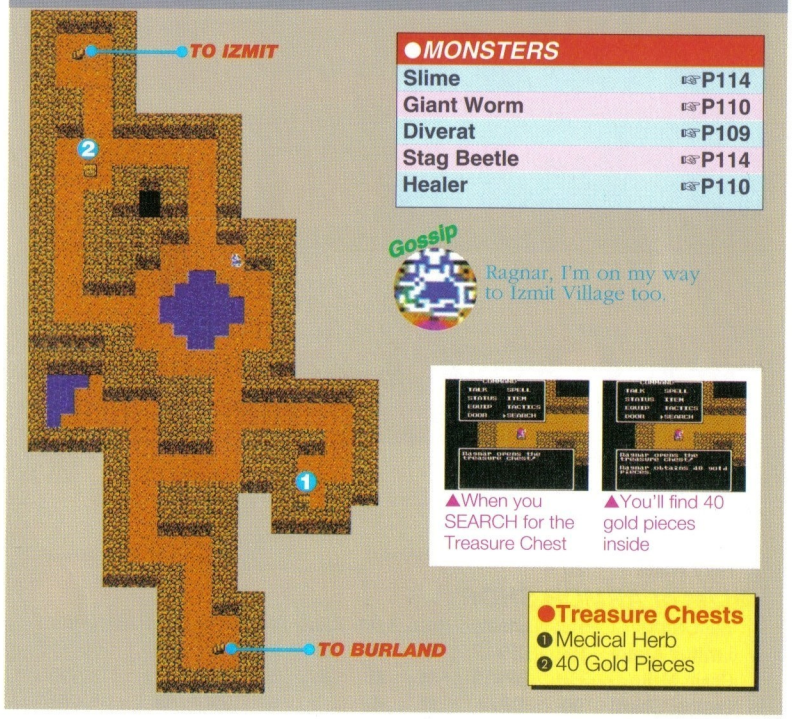
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Club	30	AP+7	●	●	●	●		●		
Copper Sword	100	AP+12	●	●		●		●		●
Thorn Whip	200	AP+14	●	●	●	●		●	●	●
Chain Sickle	550	AP+20	●	●	●	●		●		●

Cave to Izmit

Inn	Floor	TC	Special Items	Level
—	1	2	—	3

This is the cave on the way to Izmit Village. It isn't long. Nor is it so complex that you'll get lost. However, you can never be too careful in an adventure.

Cave to Izmit



●MONSTERS

Slime	☞P114
Giant Worm	☞P110
Diverat	☞P109
Stag Beetle	☞P114
Healer	☞P110

●Treasure Chests
❶ Medical Herb
❷ 40 Gold Pieces

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Copper Sword	100	AP+12	●	●		●		●		●
Thorn Whip	200	AP+14	●	●	●	●		●	●	●
Boomerang	350	AP+18	●	●	●	●	●	●	●	●
Chain Sickle	550	AP+20	●	●	●	●		●		●
Iron Spear	880	AP+28	●	●		●		●		

Izmit

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	3

When you arrive in the village, you'll see healthy, active children at the school and you won't find anything particularly wrong with the condition of the village itself. The only thing is that there's a man locked up in an underground jail, but you don't know who he is. To hear what the adults have to say, take a walk outside and wait until dark.

Izmit Village

●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Chain Mail	350	DP+18	●	●	●	●		●		●
Bronze Armor	700	DP+25	●	●		●		●		●
Half Plate Armor	1200	DP+30	●	●		●				●
Scale Shield	180	DP+7	●	●		●	●	●		●
Iron Shield	650	DP+12	●	●		●		●		●
Wooden Hat	120	DP+6	●	●	●	●		●		●

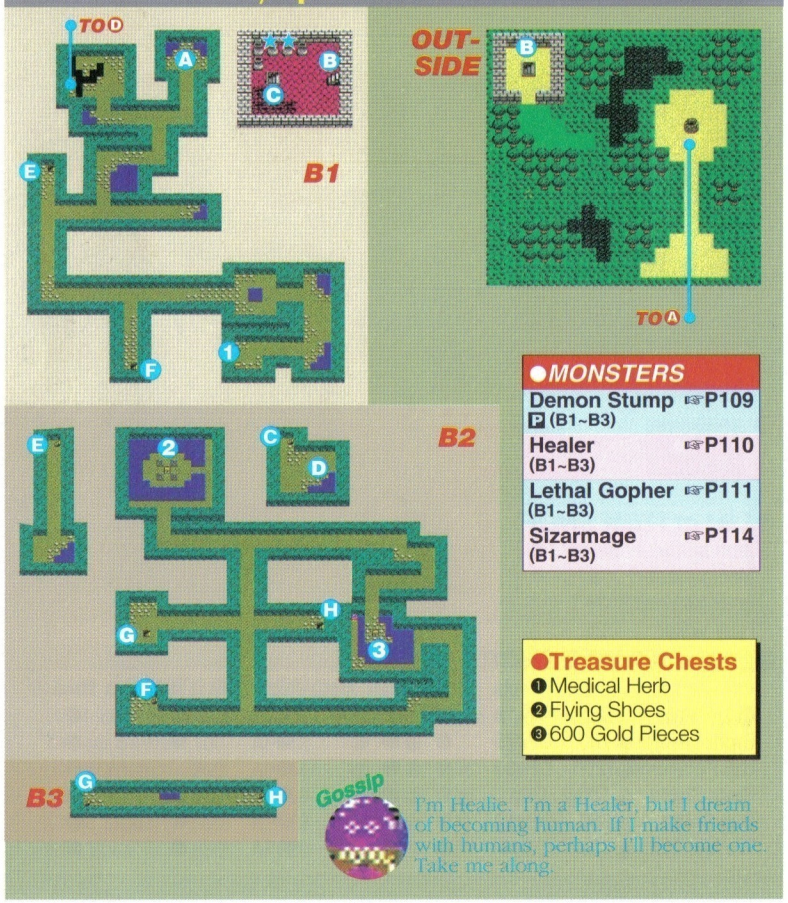
Secret Playground (Bottom of an Old Well)

Inn	Floor	TC	Special Items	Level
—	4	3	Flying Shoes	5

An old well comes into view. As you approach, you'll hear a strange and inviting voice. Go to the well, take courage and jump in. Inside is a large cave.

Upon leaving the cave, SEARCH the insides of all jars. Various items may be found. Items like seeds, and so on, should be used when you get them.

Secret Playground (Bottom of an Old Well)



●MONSTERS

Demon Stump (B1~B3)	☞P109
Healer (B1~B3)	☞P110
Lethal Gopher (B1~B3)	☞P111
Sizarmage (B1~B3)	☞P114

●Treasure Chests

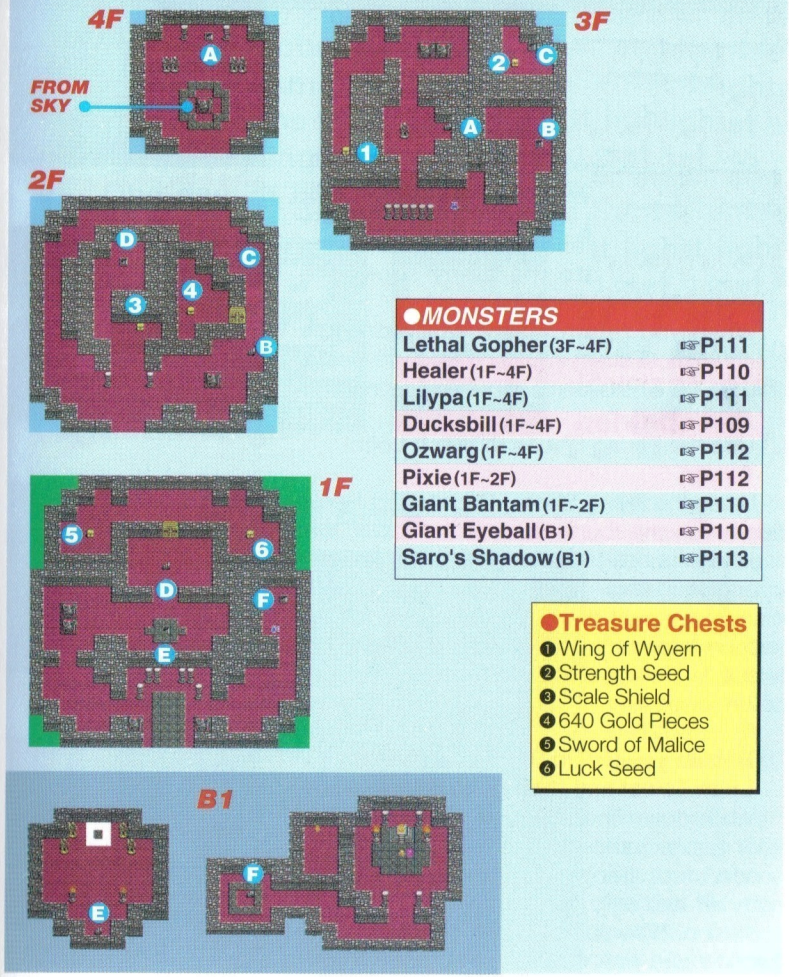
1. Medical Herb
2. Flying Shoes
3. 600 Gold Pieces

Loch Tower

Inn	Floor	TC	Special Items	Level
●	5	6	Sword of Malice	7

As soon as you get to the tower, a child will be whisked away by a monster right in front of you. Surely it is one of the children who had disappeared from the village.

Loch Tower



●MONSTERS

Lethal Gopher (3F~4F)	☞P111
Healer (1F~4F)	☞P110
Lilypa (1F~4F)	☞P111
Ducksbill (1F~4F)	☞P109
Ozwarg (1F~4F)	☞P112
Pixie (1F~2F)	☞P112
Giant Bantam (1F~2F)	☞P110
Giant Eyeball (B1)	☞P110
Saro's Shadow (B1)	☞P113

●Treasure Chests

1. Wing of Wyvern
2. Strength Seed
3. Scale Shield
4. 640 Gold Pieces
5. Sword of Malice
6. Luck Seed

Chapter 1, Proceeding Through

A) Search for Alex

Flora, a respectable woman from the Castle Town of Burland, is waiting for her husband's return from a journey.

When you get to Izmit Village at night, you'll discover that the man imprisoned in the underground jail is in fact Alex. Return to Flora with the information and lead her to her husband.

With Flora's kiss, Alex recovers his memory. To show his appreciation, he informs you where the children's Secret Playground is located.

▲Alex recovers his sanity with Flora's passionate kiss

B) Go to the Secret Playground, get the Flying Shoes and recruit Healie

When you enter the Playground, jump into the talking well. Follow the guiding voice until you reach a room where there's a treasure chest. SEARCH and you'll get the Flying Shoes. These are the funny shoes the innkeeper at Izmit Village talked about.

When you return, move east along the southern most street in B2 and talk with Healie. This is where he becomes your new recruit.

▲This is the village signpost

▲Healie has joined the party!

C) Use the Flying Shoes to reach Loch Tower

Using the Flying Shoes, Ragnar and Healie can reach the fourth floor of the tower that rises high above the lake. The tower is full of strong monsters. Even if you have to RUN many times, get the 640 gold pieces on the second floor of the tower and the Sword of Malice in the upper left room on the first floor of the tower.

▲A child is about to be taken away!

D) Regain your HP in B1 (Staircase E) of the Loch Tower and then go to B1 (Staircase F)

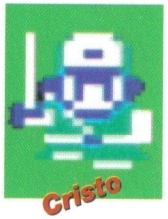
Walk down the staircase (E) on the first floor and advance to the recovery floor up ahead. Just stepping on the floor recovers both HP and MP, just like spending the night at the inn. Now you're all set. Go back to the first floor and walk down the staircase (F).

▲The strongest sword in Chapter 1

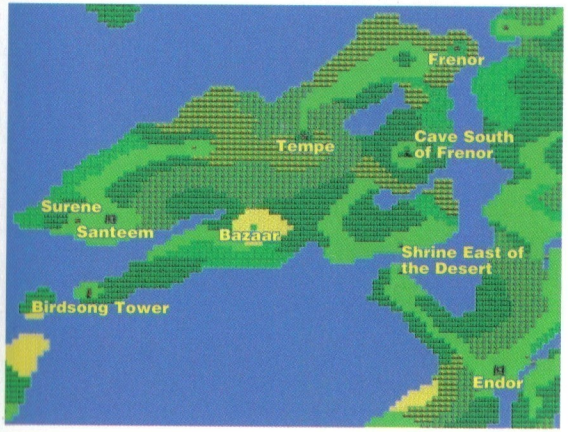
Chapter 2

Princess Alena's Adventure

This story is about Princess Alena of Santeem Castle. Her dream is to be the world's best fighter. Hence, she yearns to set out on a journey to test her strength, but King Santeem won't allow her to do so. One day, at last, she slips from her room and embarks on her venture, joined by Cristo and Brey, who follow anxiously behind.



Action Area



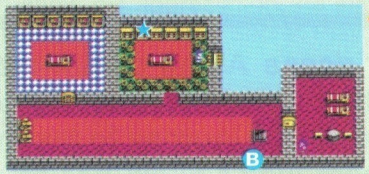
Alena's party leaves Santeem and makes trip preparations at Surene. After solving the troubles at Tempe and Frenor, they stop by Bazaar. By using an item obtained at Birdsong Tower they rescue King Santeem, who has lost his voice, and then finally head for Endor.

Santeem

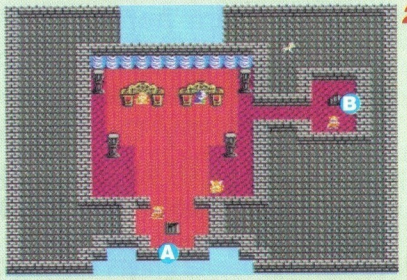
Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	2	1	0	1

Alena won't listen to the advice of either King Santeem or Brey the tutor, but is thinking of some way to slip out of the castle unnoticed.

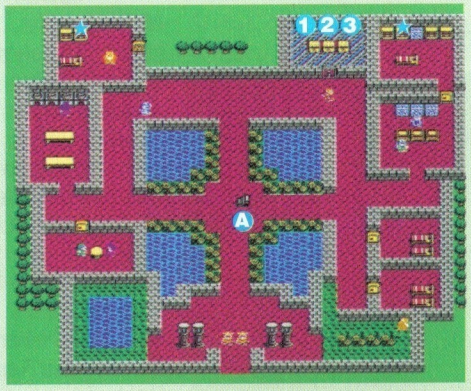
Santeem Castle



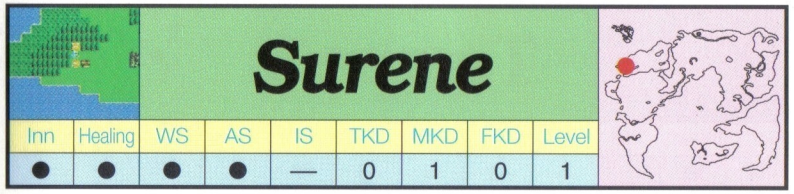
I requested that the wall in the Princess' chamber be fixed. Don't ever kick the wall again, please.



Alena, your tutor informed me you're planning a journey to test your strength. I forbid it. You're the Princess of this country. I won't allow you to venture into the outside world where monsters lurk! Never go outside this Castle! Is that clear? That's all!



●Treasure Chests
❶Strength Seed ❷Flute of Uncovering ❸Magma Staff

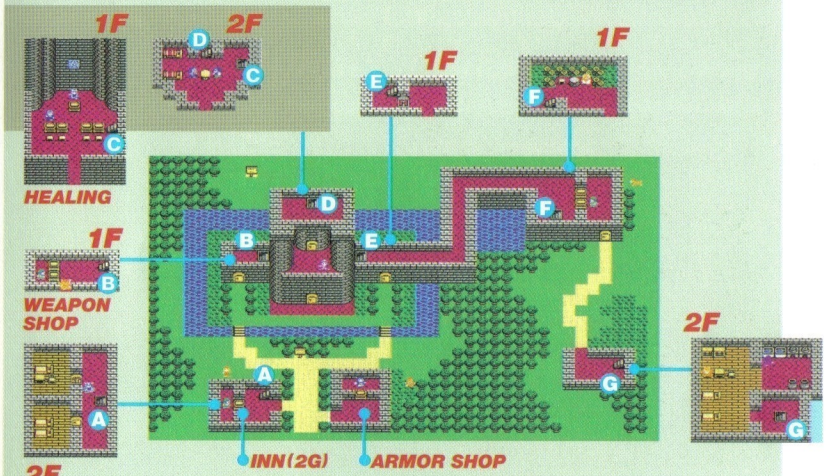


Surene

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	—	0	1	0	1

This town has an inexpensive inn and some shops selling basic weapons and armor. A signpost will inform you about the equipment.

Town of Surene



Wait a Minute! You Need to Upgrade Your Equipment! Surene's Guild of Arms Merchants

Go north then east. You'll find a small mountain village.

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Basic Clothes	10	DP+4	●	●	●	●	●	●	●	●
Wayfarer's Clothes	70	DP+7	●	●	●	●	●	●	●	●
Leather Armor	180	DP+12	●	●	●	●	●	●		
Leather Shield	90	DP+4	●	●		●	●	●		●
Leather Hat	65	DP+2	●	●	●	●	●	●	●	●
Medical Herb	8									

●List of WEAPON SHOP

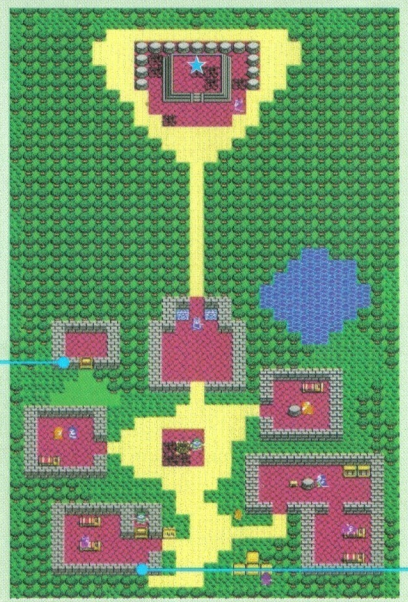
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Club	30	AP+7	●	●	●	●		●		●
Copper Sword	100	AP+12	●	●		●		●		●
Thorn Whip	200	AP+14	●	●	●	●		●	●	●

Tempe

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	—	—	●	0	0	0	4

This once-peaceful village is forced to sacrifice young girls as offerings, ever since some monsters started to hang around. Knowing that their daughter, Nina, is the next to be sacrificed, her father grieves and her mother has taken to bed, ill. When they go to the House of Healing where the Shaman is, he informs them that the monsters only appear when an offering is made.

Tempe Village



Gossip
I must offer my daughter, Nina, to save the village. Isn't there anyone strong enough to put an end to the monster?

Gossip
A monster moved into the northern wood. He threatens to destroy the village if we don't offer him young girls.

Gossip
Hmm...you're traveling to prove your strength. I suggest you enter the tournament at Endor in the east. You can go to Endor from the shrine southeast of here.

●List of ITEM SHOP

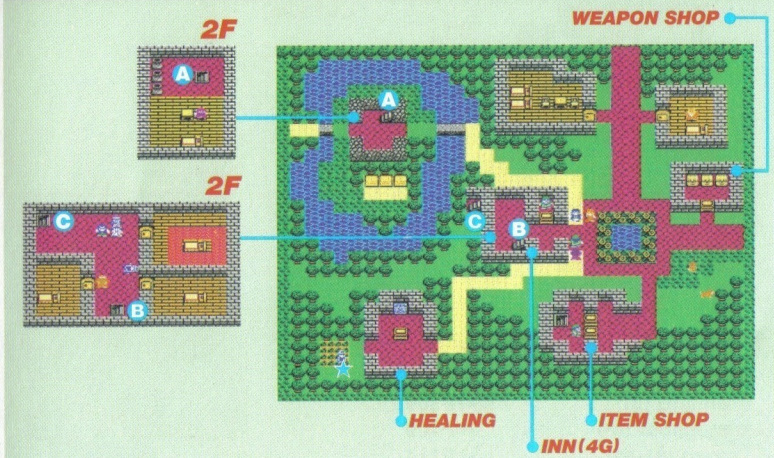
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Medical Herb	8									
Antidote Herb	10									
Wing of Wyvern	25									
Thorn Whip	200	AP+14	●	●	●	●		●	●	●
Boomerang	350	AP+18	●	●	●	●	●	●	●	●
Leather Armor	180	DP+12	●	●	●	●	●	●		

Frenor

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	—	●	0	0	0	7

Upon arriving in town, they find a crowd gathered in front of the inn. Rumor has it that the princess of Santeem is staying there. How ridiculous! And just as they reach the second floor of the inn they encounter the princess being kidnapped! An old man who accompanied her begs Alena and her gang to save the princess.

Town of Frenor



●List of ITEM SHOP

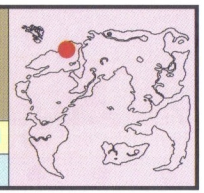
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Medical Herb	8									
Antidote Herb	10									
Wing of Wyvern	25									
Full Moon Herb	30									
Chain Mail	350	DP+18	●	●	●	●		●		
Wooden Hat	120	DP+6	●	●	●	●		●		●

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Copper Sword	100	AP+12	●	●		●		●		●
Thorn Whip	200	AP+14	●	●	●	●		●	●	●
Boomerang	350	AP+18	●	●	●	●	●	●	●	●
Chain Sickle	550	AP+20	●	●	●	●		●		●
Iron Spear	880	AP+28	●	●		●		●		

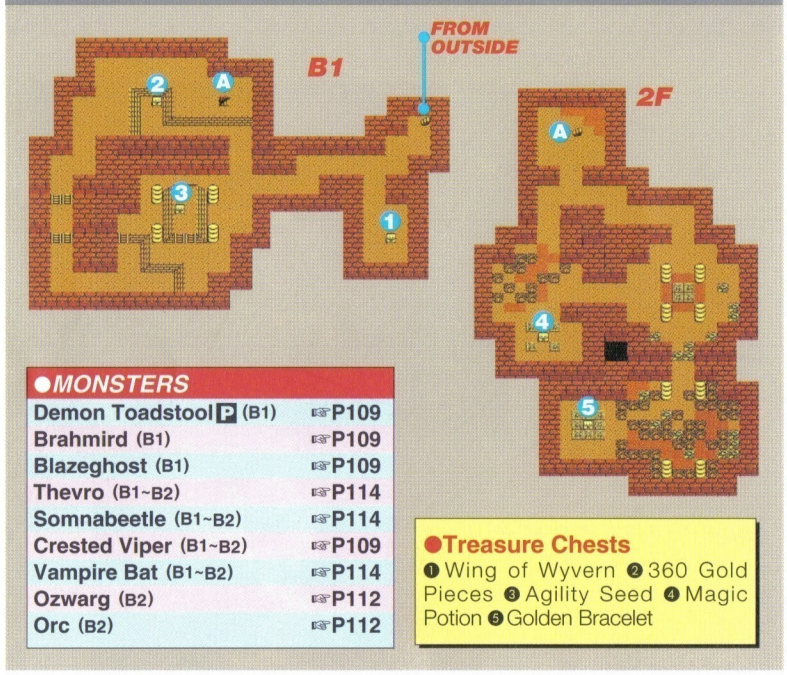
Cave South of Frenor

Inn	Floor	TC	Special Items	Level
—	2	5	Golden Bracelet	8



The cave isn't very wide, and the path is simple so you shouldn't get lost. However, you'll run across many monsters much stronger than the ones in the field. As long as Brey remembers the Outside Spell, you're safe. When advancing be careful of Brey's MP level.

Cave South of Frenor



●MONSTERS

Demon Toadstool P (B1)	☞P109
Brahmird (B1)	☞P109
Blazeghost (B1)	☞P109
Thevro (B1~B2)	☞P114
Somnabeetle (B1~B2)	☞P114
Crested Viper (B1~B2)	☞P109
Vampire Bat (B1~B2)	☞P114
Ozwarg (B2)	☞P112
Orc (B2)	☞P112

●Treasure Chests

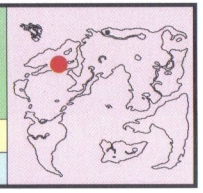
❶ Wing of Wyvern ❷ 360 Gold Pieces ❸ Agility Seed ❹ Magic Potion ❺ Golden Bracelet

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Boomerang	350	AP+18	●	●	●	●	●	●	●	●
Chain Sickle	550	AP+20	●	●	●	●		●		●
Venomous Dagger	750	AP+24					●	●	●	●
Iron Spear	880	AP+28	●	●		●		●		
Morning Star	1250	AP+33		●		●				●

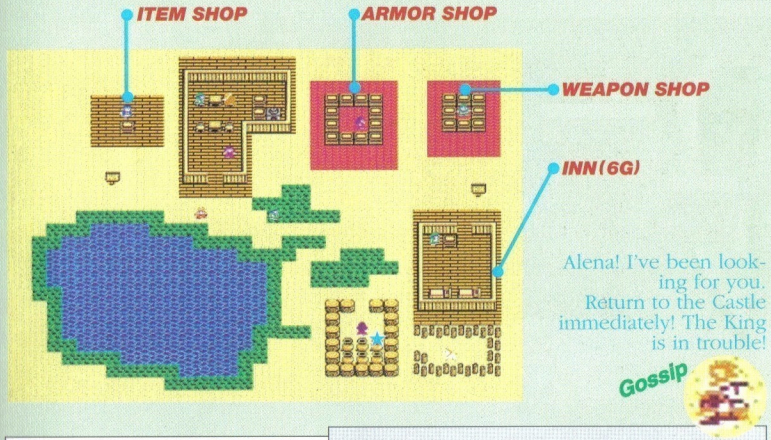
Bazaar

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	●	●	●	0	0	0	10



A bazaar has opened southwest of Frenor in the desert. It's stocked with weapons and armor, which all seem quite sturdy. While passing by the front of an eatery, a warrior comes up to Alena to report that something awful has befallen the king, and that she should return to the castle immediately. Upon returning they find that the King has lost his voice.

Bazaar



●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25
Full Moon Herb	30

AT SANTEEM

Gossip

How terrible! He can't speak! This must be kept a secret, but if he remains like this....
Yes, I know! Goz, the old man who lives in the backyard shed, may know a remedy.

●List of ARMOR SHOP

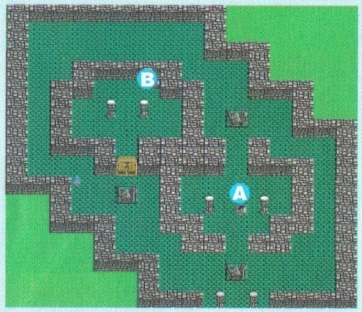
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Leather Armor	180	DP+12	●	●	●	●	●	●		
Chain Mail	350	DP+18	●	●	●	●		●		
Bronze Armor	700	DP+25	●	●		●		●		●
Leather Shield	90	DP+4	●	●		●	●	●		●
Scale Shield	180	DP+7	●	●		●	●	●		●
Wooden Hat	120	DP+6	●	●	●	●		●		●

Birdsong Tower

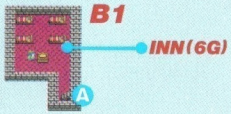
Inn	Floor	TC	Special Items	Level
●	6	3	Birdsong Nectar	11

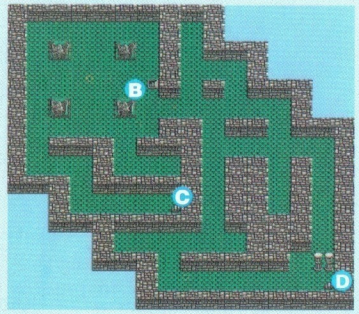
Birdsong Nectar is required to help the King with his lost voice. It used to be sold at Bazaar, but unfortunately, not any more. Go get it at Birdsong Tower, located to the west of Bazaar. The tower is full of burly monsters. Regain your power at the inn on B1 and go upstairs. If it gets dangerous, remember to flee using the RUN command. You could also combine the Outside spell and the Return spell.

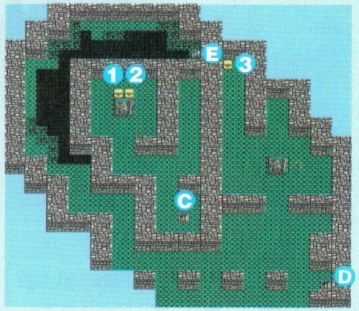
Birdsong Tower



1F







●Treasure Chests
❶Strength Seed ❷1200 Gold Pieces
❸Wing of Wyvern

●MONSTERS	
Orc (1F~2F)	☞P112
Crested Viper (1F~2F)	☞P109
Razor Wind (1F~4F)	☞P113
Poison Lizard P (1F~2F)	☞P113
Flythrope (1F~4F)	☞P110
Grislysaber (1F~4F)	☞P110
Pteranodon (1F~4F)	☞P113
Spectet (1F~4F)	☞P114
Butterfly Dragon (3F~4F)	☞P109

Shrine East of the Desert

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	—	—	—	0	0	0	12

Now, with King Santeem's permission, Alena and her party can take the Warpgate connecting the two continents of Santeem and Endor and go to Endor, where the tournament is being held. While the road to Endor isn't very long, proceed cautiously since your opponents along the way are pretty strong.

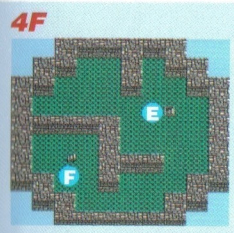
Shrine East of the Desert

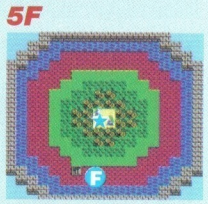
SANTEEM SIDE

INN(8G)

ENDOR SIDE

This is the country of Endor. The Castle is in the east.

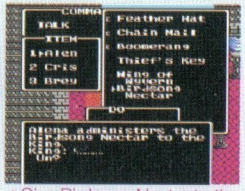




Oops, I dropped the medicine! Don't worry about it. Hurry!

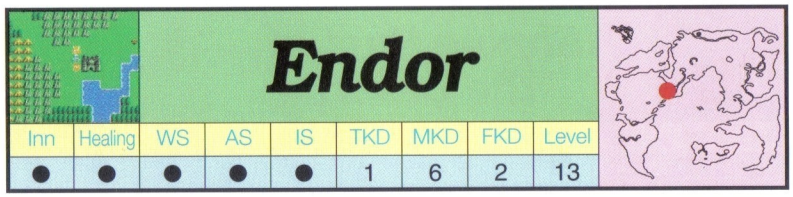
AT SANTEEM

▲Return to Santeem by Brey's Return spell



▲Give Birdsong Nectar to the King

Un? Ah... Ah... Oh! I I can speak! I can speak! I won't stop you anymore. Travel the world and see what's happening.

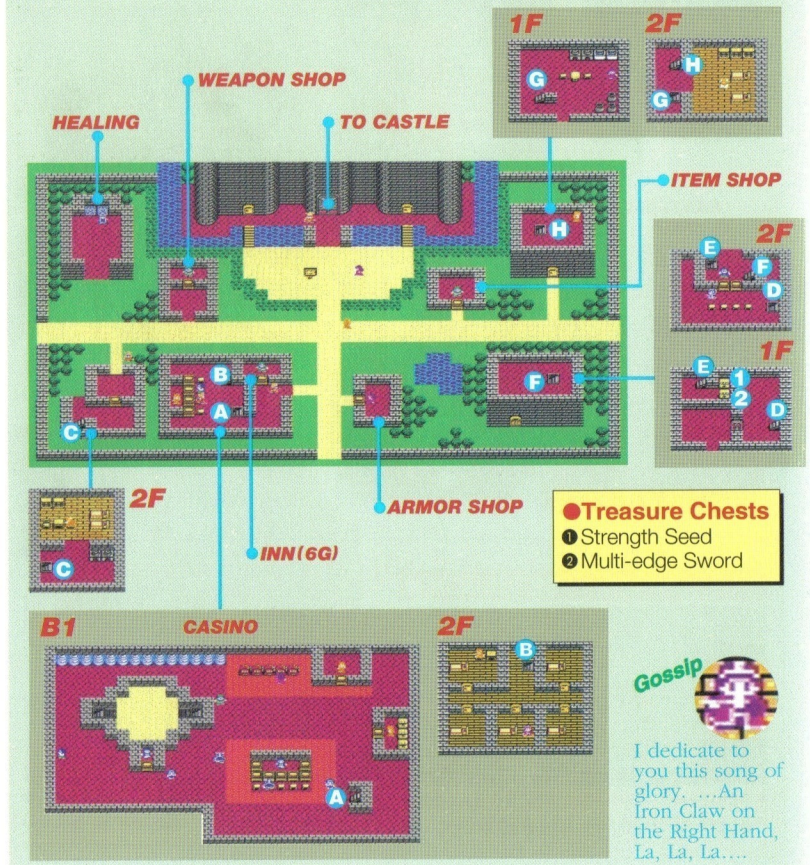


Endor

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	1	6	2	13

Endor is a large town surrounded by mountains. It's not a typical castle town, since there's also a casino and a coliseum, where the tournament is being held. People from other continents have come and the town is bustling. Since the weapon and armor shops are well stocked, save up lots of money and equip your character with the best you can find.

Castle Town of Endor



Gossip

I dedicate to you this song of glory. ...An Iron Claw on the Right Hand, La, La, La....

Special Hints

The Effective Use of Casino

Once you exchange your gold pieces for coins, you can't cash them again. Instead, with the coins you earn you will obtain the precious items listed below.

★POKER

▲Think twice before you select the card!

★COLISEUM

▲Expect to win the battle show

★SLOT MACHINE

▲Excellent slot machine game

●List of ITEMS

Item name	Coin	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Magic Potion	30									
Wizard's Ring	500									
Staff of Jubilation	1000	AP+33				●	●		●	●
Mirror of Ra	2500									
Meteorite Armband	4000									
Metal Babble Shield	50000	DP+60				●	●		●	●

●List of ITEM SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Medical Herb	8									
Antidote Herb	10									
Fairy Water	20									
Wing of Wyvern	25									
Full Moon Herb	30									
Wooden Hat	120	DP+6	●	●	●	●		●		●

●List of ARMOR SHOP

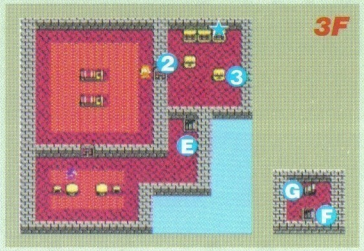
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Chain Mail	350	DP+18	●	●	●	●		●		
Bronze Armor	700	DP+25	●	●		●		●		●
Half Plate Armor	1200	DP+30	●	●		●				●
Iron Apron	1500	DP+32						●		
Scale Shield	180	DP+7	●	●		●	●	●		●
Iron Shield	650	DP+12	●	●		●		●		●

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Chain Sickle	550	AP+20	●	●	●	●		●		●
Venomous Dagger	750	AP+24					●	●	●	●
Iron Spear	880	AP+28	●	●		●		●		
Morning Star	1250	AP+33		●		●				●
Abacus of Virtue	1600	AP+35						●		

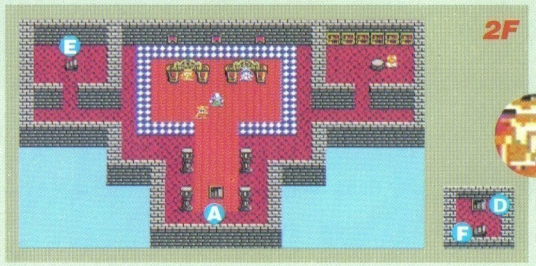
The King of Endor, who is holding the tournament, is very sorry he made the announcement that the winner of the tournament would marry his daughter. He strongly encourages Alena to compete in the tournament, believing that his promise would become invalid if Alena, being a woman, were to win.

Endor Castle

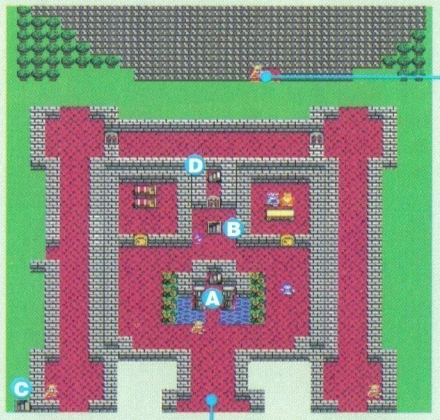


●Treasure Chests
❶Lifeforce Nuts ❷Pink Leotard
❸Feather Hat

TO CASTLE TOWN

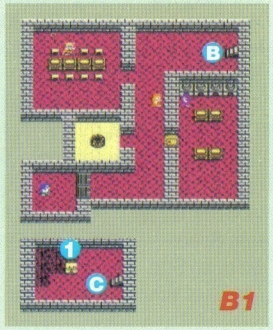


I admire your concern over this doomed world and your journey to prove your strength! I have a request. Win the tournament.
To tell the truth, I'm regretting what I've promised…



TO COLISEUM

FROM CASTLE TOWN



As you enter the coliseum, go right to watch the competition, and go left to compete in it. Going left, you'll find an item shop, an inn, and a House of Healing (though you can't Save). When you finally ascend the stairs in the middle, you are ready for the challenge. When you see that some people are very nervous before fighting and others are laid up in bed with injuries, you'll realize how intense the competition is. However, in the item shop here you can get the Iron Claw, Alena's strongest weapon in this chapter. You must have this to win the tournament, so save some money and be sure to buy it. And buy as many Medical Herbs as you can hold. Furthermore, even though you've got the Iron Claw, if you think Alena's power still isn't strong enough, an escape route is located in the upper right of the item shop that leads outside of the castle. Use it to flee from the coliseum and keep increasing your power outside the castle.

Coliseum

▲An expert at fighting with bare hands

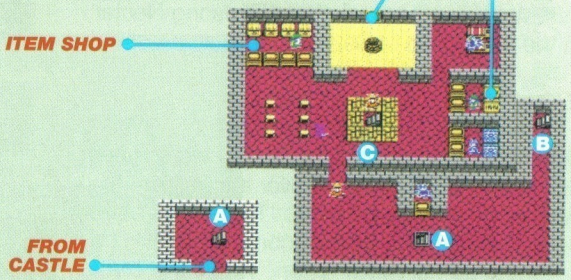
▲Never give up!

This is a shortcut to the outside of the Castle.
Use it if you're in a hurry.

▲Throwing Boomerang is his way

▲Wait until she uses up all her MP

▲His AP is beyond imagination



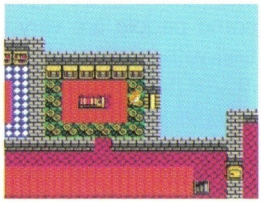
●List of ITEM SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Medical Herb	8									
Iron Claw	1500	AP+38			●					

Chapter 2, Proceeding Through

A) Escape from the castle

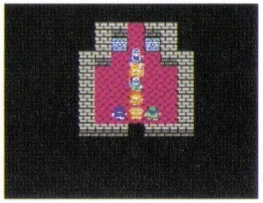
At the main entrance, the soldiers won't let Alena pass because of the King's orders. So return to Alena's room. Notice that the wall in Alena's room is still under repair and seems easy to break if she kicks it. If only the repairman wasn't here, she might be able to escape from the castle this way.



▲Breaking the wall is not a big deal for her

B) Bring peace back to Tempe

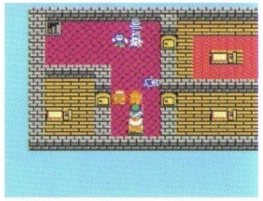
The only way to bring down the horrible monsters demanding the offering of young girls in the village is to become the offering yourself and confront them head on. Go see the Shaman and get into the offering litter.



▲Are you ready for a fight?

C) Save the fake princess

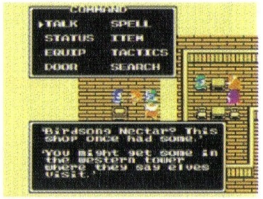
To rescue the fake princess who has been kidnapped, you must go to Cave South of Frenor and find the Golden Bracelet, the town's treasure. After finding it, follow the instructions in a letter that a dog has in his mouth.



▲Who is she?

D) Recover the King's lost voice

According to Poet Marone of Surene, the Birdsong Nectar will be necessary to recover King Santeem's lost voice. You can get this information on how to obtain Birdsong Nectar in the item shop of Bazaar.



▲He tells you what to do

E) Take part in the tournament

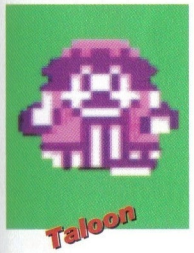
You've got five opponents to fight. When fighting Hun, Roric and Sampson, watch your HP on the screen and recover it from time-to-time with the Medical Herb. To defeat Vivian, keep selecting the PARRY command until she uses up all her MP. Then, when the "Not enough MP" comes up on the screen, attack her swiftly. Linguar, in the last match, duplicates himself into four, so you must attack the real Linguar. There's no particular pattern to the way he duplicates himself, so you've got no choice but to rely upon your intuition.

▲It's time to test Alena's strength

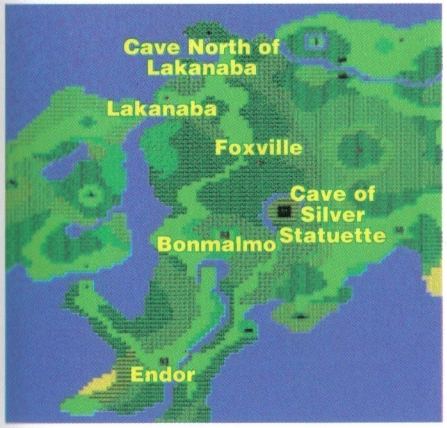
Chapter 3

Taloon the Arms Merchant

The main character of Chapter 3 is Taloon, who dreams of becoming the world's top arms merchant. He lives in Lakanaba with his family and works every day at his boss's weapon shop. One day he is advised that in order to be the top arms merchant he must deal in much stronger weapons, so he resolves to set out on a journey. As a result of reconciling the two countries, Endor and Bonmalmo, Taloon's dream finally comes true in Endor.



Action Area



After he leaves Lakanaba, he heads for the Cave North of Lakanaba to search for the Iron Safe. With this item, he leaves for Endor to open up his own shop. On his way there, he stops by Foxville and Bonmalmo. Taloon solves the trouble between Bonmalmo and Endor. After all this, Taloon receives the King's permission to open his own shop in Endor. Knowing that he will need much money, Taloon goes to the Cave of Silver Statuette to find a statue that should fetch a good price.

Lakanaba

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	1

Taloon goes to work every day, carrying a lunch made by his lovely wife, Neta. While he is working every day for someone else, he is inspired by those in Lakanaba who have their own shops.

Town of Lakanaba

●Treasure Chests
❶ Strength Seed
❷ Ice Blade
❸ Chain Sickle

●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Wayfarer's Clothes	70	DP+7	●	●	●	●	●	●	●	●
Leather Armor	180	DP+12	●	●	●	●	●	●		
Chain Mail	350	DP+18	●	●	●	●		●		
Bronze Armor	700	DP+25	●	●		●		●		●
Leather Shield	90	DP+4	●	●		●	●	●		●
Leather Hat	65	DP+2	●	●	●	●	●	●	●	●

●List of WEAPON SHOP

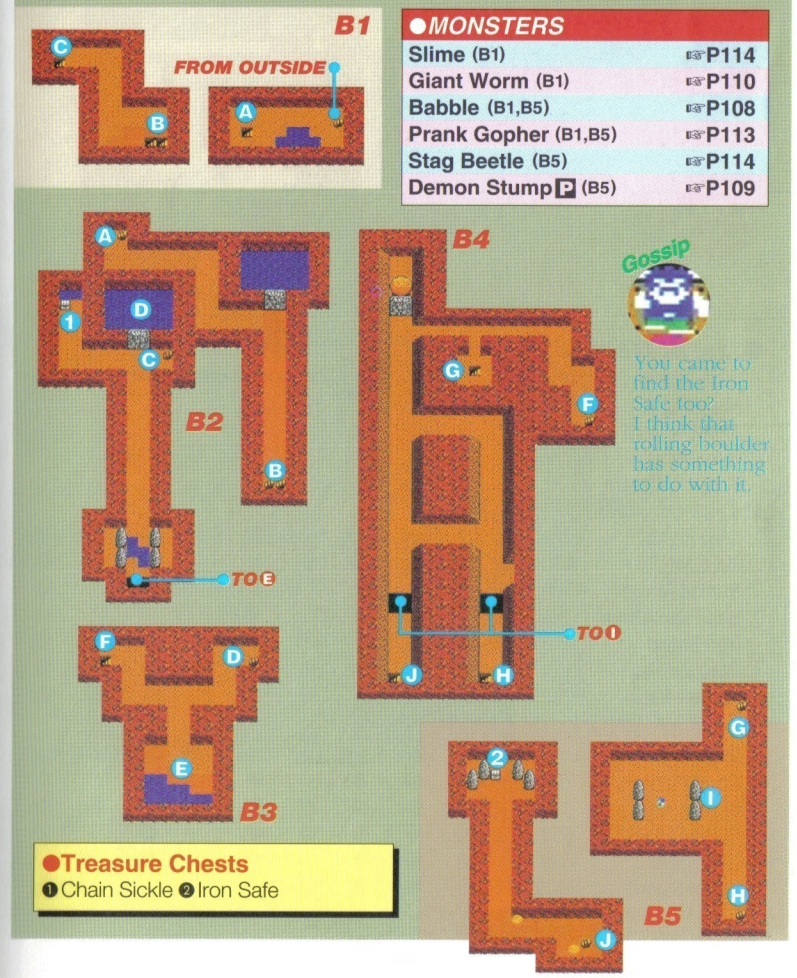
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Club	30	AP+7	●	●	●	●		●		
Copper Sword	100	AP+12	●	●		●		●		●
Thorn Whip	200	AP+14	●	●	●	●		●	●	●

Cave North of Lakanaba

Inn	Floor	TC	Special Items	Level
—	7	2	Iron Safe	3

Taloon hears a rumor in Lakanaba about an item called the Iron Safe that is hidden in a cave up north. Normally, when you are beaten in a battle by a monster, your store of gold will be halved, but with the Iron Safe your gold pieces are protected.

Cave North of Lakanaba



●MONSTERS

Slime (B1)	☞P114
Giant Worm (B1)	☞P110
Babble (B1,B5)	☞P108
Prank Gopher (B1,B5)	☞P113
Stag Beetle (B5)	☞P114
Demon Stump P (B5)	☞P109

●Treasure Chests
❶ Chain Sickle ❷ Iron Safe

Foxville

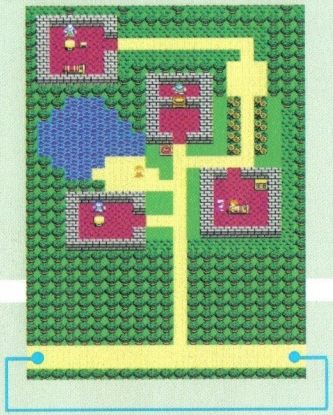
Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	0	0	0	5

After obtaining the Iron Safe, Taloon makes for Endor, where he may be able to open his own shop. Enroute he happens upon a small hamlet where good strong weapons are sold very cheaply. He stays there for one night, but the next day the village has completely disappeared!

Foxville

Gossip
I hear that foxes who like to trick people live around here.
Watch out for them.

Gossip
I'm da Gardi, an architect.
This girl won't let me go.
I decided to marry her and stay in this village.
Ha, Ha, Ha...



●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Fur Coat	600	DP+22	●	●	●	●		●	●	●
Bronze Armor	700	DP+25	●	●		●		●		●
Half Plate Armor	1200	DP+30	●	●		●				●
Iron Shield	650	DP+12	●	●		●		●		●
Wooden Hat	120	DP+6	●	●	●	●		●		●
Feather Hat	280	DP+8			●				●	●

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Copper Sword	100	AP+12	●	●		●		●		●
Boomerang	350	AP+18	●	●	●	●	●	●	●	●
Chain Sickle	550	AP+20	●	●	●	●		●		●
Iron Spear	880	AP+28	●	●		●		●		
Broad Sword	2000	AP+40	●	●						

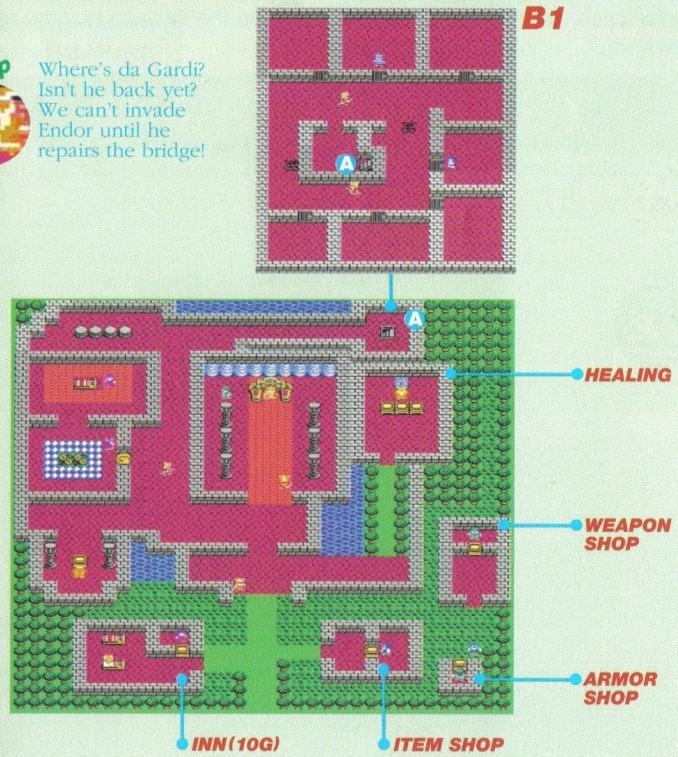
Bonmalmo

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	7	7

King Bonmalmo is planning to invade Endor. However, the bridge to Endor has been broken. The guy Taloon met at Foxville, da Gardi, is the architect the King asked to fix the bridge. Wait until dark and visit the castle once more to meet Reed, the Prince of Bonmalmo, in back of the weapon shop.

Bonmalmo Castle & the Castle Town

Gossip
Where's da Gardi?
Isn't he back yet?
We can't invade Endor until he repairs the bridge!

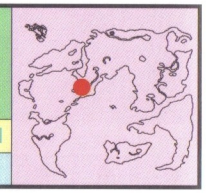


Gossip
So you came from Lakanaba, eh?
A man from Lakanaba is imprisoned in the Castle.
To speak to him, you must evade the guards.

Gossip
I hear there are foxes around here who trick people.
A dog could get rid of them.

Endor

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	6	2	10



Knowing that Reed, the Prince of Bonmalmo, and Mia, the Princess of Endor, are in love, King Endor suggests to King Bonmalmo that the two get married. This way there's no longer any need for King Bonmalmo to invade Endor. As a reward for peacefully reconciling the two countries, Taloon receives permission from King Endor to open a shop there.

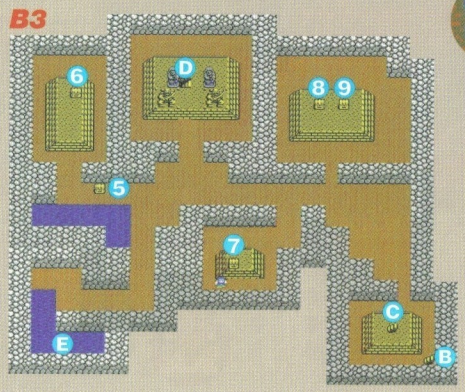
In the castle town of Endor, Taloon meets two elderly men. One of them wants to sell his shop since he's getting old, while the other is an antique collector who will pay any sum of money to get his hands on the Silver Statuette. The best scheme is to go retrieve the Silver Statuette from the cave, sell it to the latter man and use the cash to buy the former man's shop.

Castle Town of Endor

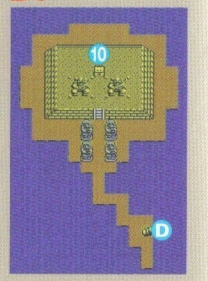
Maps and Data ☞ P28

Gossip: You must have the King's permission to own a shop in this town. It's not easy to get his permission.

Gossip: Are you asking if the shop downstairs is closed? I'm old and plan to retire after selling it.... Is there anyone who has the King's permission to do business and wants to buy my shop?

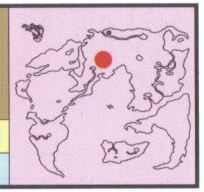


Gossip: What is this cave? I can't get a treasure chest!



Cave of Silver Statuette

Inn	Floor	TC	Special Items	Level
—	4	10	Silver Statuette	12

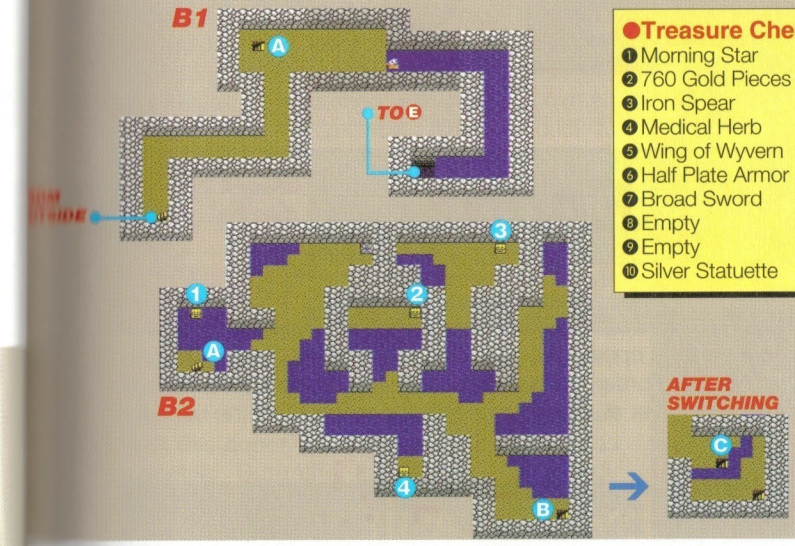


Taloon shouldn't go to the cave alone, since there are lots of monsters. First recruit some guys in the castle town of Endor who are willing to help, and set out with them for the cave.

Cave of Silver Statuette

●MONSTERS

Ducksbill (B1~B2)	☞P109	Elefrover (B1~B4)	☞P110
Giant Bantam (B1~B2)	☞P110	Poison Lizard P (B1~B4)	☞P113
Sand Master (B1~B4)	☞P113	Flythrope (B3~B4)	☞P110
Vampire Bat (B1~B4)	☞P114	Metal Slime (B3~B4)	☞P112



●Treasure Chests

1. Morning Star
2. 760 Gold Pieces
3. Iron Spear
4. Medical Herb
5. Wing of Wyvern
6. Half Plate Armor
7. Broad Sword
8. Empty
9. Empty
10. Silver Statuette

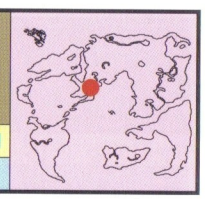
Special Hints

Keep Treasure Chests for Chapter 5!

Inside this cave, you'll find many treasure chests to open. However, remember that the only thing you have to get here is The Silver Statuette. Leave the other chests unopened until Chapter 5. Come back later and you may obtain weapons and armor for your other companions without buying them.

Tunnel Between Endor and Branca

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	0	0	0	12



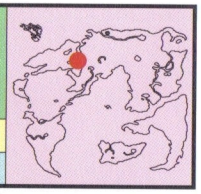
The tunnel to connect Endor with the other continent is unfinished due to a shortage of funds. When you get the money to continue the construction, deliver it to an old man in the tunnel. After the construction has resumed, return to Endor and convert into casino coins all the gold pieces you have left.

Tunnel Between Endor and Branca

If there were 60000 more gold pieces, the excavation could be started again. Would you like to carry on my dream?

Endor

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	6	2	12



When you report the opening of your own shop to King Endor, he congratulates you with an order for seven Broad Swords and seven suits of Half Plate Armor. Deliver all these items and the revenue will be used for tunnel construction.

Endor Castle

Maps and Data ☞ P30

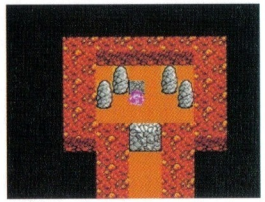
By the way, have you heard of the Zenithian Sword? I hear it's the most powerful sword in the world. It can even break rocks, they say. I wish I could get it...

Once, long ago, there was a sword called the Zenithian Sword. Whoever possessed it was able to ascend into the sky.

Chapter 3, Proceeding Through

A) Get the Iron Safe

Finding the Iron Safe is simple, but taking possession of it is tough. Why? Because when Taloon tries to take it away, an iron door shuts in front of him and he can't get through. The only thing you have to do is try putting something as heavy as the Iron Safe on the iron floor. Remember the two fallen rocks on your way here? Push one of them toward the Iron Safe. After obtaining the Iron Safe, put the rock on the iron floor instead. Then you can take the Iron Safe back outside the cave without being shut in by the iron door.



▲When Taloon gets the Iron Safe, the door shuts

▲Push the rock and replace the Iron Safe with it

B) What's the real shape of Foxville?

Unless da Gardi, the architect, repairs the bridge, Taloon can't get to Endor. The son of Grandpa Tom, who lives in Lakanaba, is imprisoned in Bonmalmo. Purchase a Wing of Wyvern at an item shop and give it to him so he can return to Lakanba. Then go back to Lakanaba to see him again. He keeps a dog and you know how foxes hate dogs. Borrow his dog and take it to Foxville.

▲Da Gardi has completely forgotten his mission

C) Armor is a precious commodity in Bonmalmo

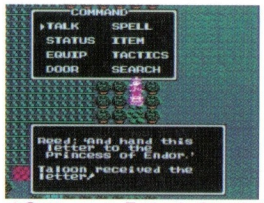
When you set the fox free, who used to deceive the people of Foxville, he will give Taloon a Full Plate Armor as a token of appreciation. Since Taloon cannot equip himself with this armor, it's wise to sell it as soon as possible. But rather than selling it to an ordinary shop, sell it to the old man in Bonmalmo Castle. In this country, where armor is in short supply, this old man will pay a higher price for it. However, pay close attention to the amount the old man offers you, or you'll end up selling it for much less than it's worth. You should remember that you have to sell it for more than 2300 gold pieces, which is the common price of a Full Plate Armor. If the old man offers a lower price, just say NO!

▲Make use of this dog and you won't be deceived by a fox

▲In this country any armor seems precious

D) Love is stronger than ambition

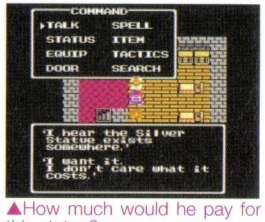
At night in Bonmalmo, Prince Reed is waiting behind the weapon shop. He asks Taloon to deliver his letter to Princess Mia of Endor. Upon doing so, King Endor learns of the situation and asks Taloon to deliver the Royal Scroll to King Bonmalmo. Through this, the love between Reed and Mia is revealed, and Endor and Bonmalmo settle peacefully. King Endor rewards Taloon with his permission to open up a shop in Endor.



▲Gotta go to Endor before the situation gets more serious

E) Go find the Silver Statuette!

In the castle town of Endor is an old man who badly wants the Silver Statuette. If Taloon can deliver it into his hands, the old man will pay a high price. The Silver Statuette is hidden in a cave northeast of Endor, but Taloon isn't strong enough to go there alone. So find two assistants, who must be somewhere in the castle town. Hire them before departing, although you have to pay money to do so.



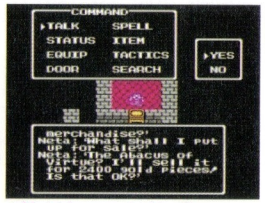
▲How much would he pay for this statue?

▲With these two assistants Taloon has no worries

F) Take advantage of Neta's business talent

When Taloon goes to King Endor to announce the opening of his shop, the King places an order with him for seven Broad Swords and seven suits of Half Plate Armor in celebration of the opening. There's no need to fight any monsters in order to buy these. Instead, utilize the business talent of Neta, Taloon's wife, who usually works at the shop in Taloon's place. She's a savvy trader who can sell things for much more than she paid for them. So Taloon should buy a lot of expensive weapons and let Neta handle the rest. Once he gives them to her, Neta will hand over the previous day's profits the next morning, before he leaves. By repeating this, Taloon can increase his gold pieces without fighting outside the castle. With these gold pieces, you can purchase the weapons and armor the King ordered.

▲Purchase as many "Abacus of Virtue" as you can

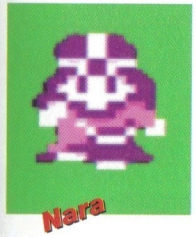


▲Neta is good at selling merchandise at a high price

Chapter 4

The Sisters of Monbaraba

The main characters of Chapter 4 are Mara, the dancer, and Nara, the fortuneteller. Mara and Nara are working in Monbaraba to find Balzack, who used to be their father Edgar's pupil and murdered Edgar. One day the sisters decide to set out on a journey in search of Balzack. They first stop by Kievs, their birthplace up north.



Action Area

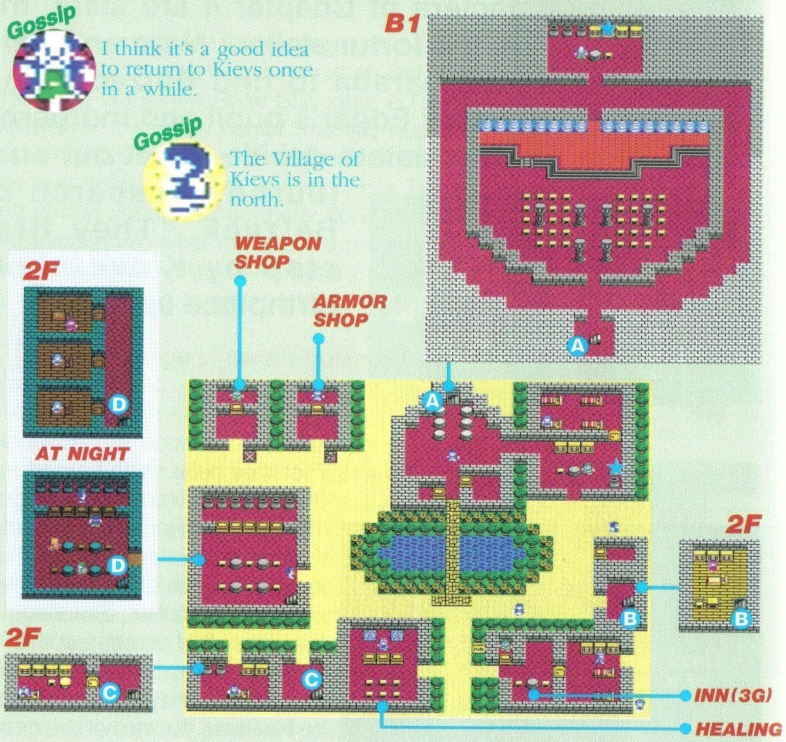
First they head north toward their hometown of Kievs Village. The two inquire of the villagers, then make for the Cave West of Kievs in search of Orin, another pupil of their father. Before long, they find and defeat their father's enemy, Balzack, but in the process they get beaten up by Keeleon, the lord of the castle. They are given a Boarding Pass by an old man who has been lying in the bed next to them in the underground jail, so they head for Endor by ship, barely escaping from Keeleon.

Monbaraba

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	1

Monbaraba is a lively town of music and dance. Every day Mara and Nara, looking for revenge, have been searching for their father's enemy, Balzack, but he is nowhere to be found. So they leave town after bidding farewell to their master and comrades.

Town of Monbaraba



●List of WEAPON SHOP

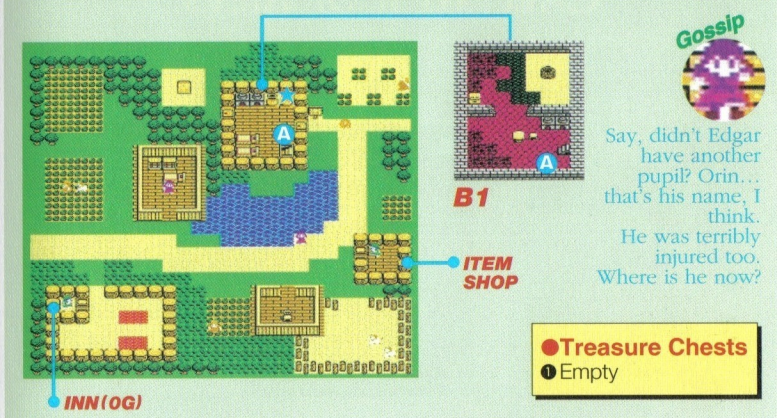
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Club	30	AP+7	●	●	●	●		●		●
Copper Sword	100	AP+12	●	●		●		●		●
Thorn Whip	200	AP+14	●	●	●	●		●	●	●
Boomerang	350	AP+18	●	●	●	●	●	●	●	●

Kievs

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	—	—	●	0	0	0	3

This town is Mara's and Nara's birthplace. The villagers welcome them warmly and the innkeeper lets them stay for free. Here the pair learn that in the Cave West of Kievs is another pupil of Edgar, whose name is Orin.

Kievs Village



●List of ITEM SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Medical Herb	8									
Antidote Herb	10									
Wing of Wyvern	25									
Leather Dress	250	DP+14	●		●				●	●
Feather Hat	280	DP+8			●				●	●
Chain Sickle	550	AP+20	●	●	●	●		●		●

●List of ARMOR SHOP

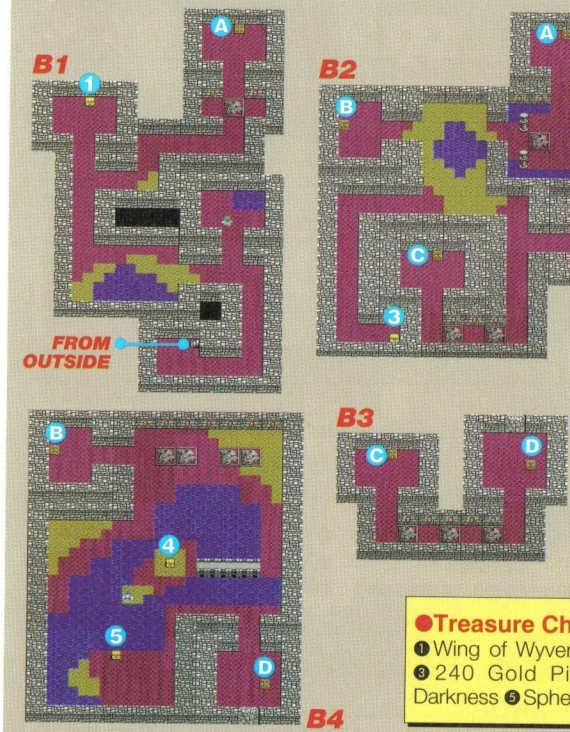
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Wayfarer's Clothes	70	DP+7	●	●	●	●	●	●	●	●
Silk Robe	110	DP+10	●		●				●	●
Leather Dress	250	DP+14	●		●				●	●
Leather Hat	65	DP+2	●	●	●	●	●	●	●	●
Medical Herb	8									

Cave West of Kievs

Inn	Floor	TC	Special Items	Level
—	4	5	Sphere of Silence	4

The main feature of this cave is that it has no stairs leading up to it. Instead, it has a trick-like device in the floor. By stepping on different-colored floorboards, you can automatically go up and down. Be alert to Mara's and Nara's MP and proceed. Find Orin quickly. Don't forget to get the Sphere of Silence.

Cave West of Kievs



Gossip

You've come to this cave looking for the Sphere of Silence, haven't you? I've come from Monbaraba. I think you'd better give up. I just can't find a way downstairs.

●Treasure Chests
❶Wing of Wyvern ❷Lifeforce Nuts ❸240 Gold Pieces ❹Lamp of Darkness ❺Sphere of Silence

●MONSTERS

Sizarmage (B1~B4)	☞P114	Troglodyte (B3~B4)	☞P114
Demon Toadstool P (B1~B4)	☞P109	Blazeghost (B3~B4)	☞P109
Lava Doll (B1~B4)	☞P112	Magemonja (B3~B4)	☞P111
Xemime (B1~B4)	☞P114		

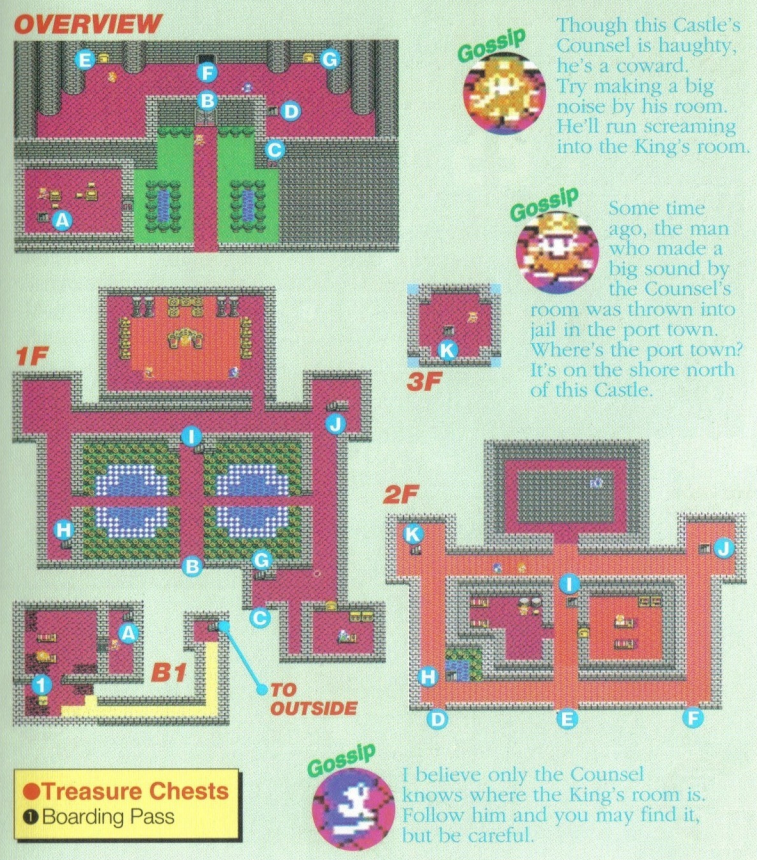
Keeleon

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	0	1	1	11

The main castle entrance is protected by a soldier, and although there's also a side door, it's locked. However, there's a way to open this door without a key. Let Orin lead the way, then select the DOOR command. He'll force open the door for you. Enter the castle!

Mysteriously, there's a room for the counsel, but the king's room is nowhere to be found. Listen to what the people in the castle have to say. A female soldier will give you a valuable hint.

Keeleon Castle



Gossip

Though this Castle's Counsel is haughty, he's a coward. Try making a big noise by his room. He'll run screaming into the King's room.

Gossip

Some time ago, the man who made a big sound by the Counsel's room was thrown into jail in the port town. Where's the port town? It's on the shore north of this Castle.

●Treasure Chests
❶Boarding Pass

Gossip

I believe only the Counsel knows where the King's room is. Follow him and you may find it, but be careful.

Haville

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	6	11

This is a port town from which the ship for Endor departs. You'll need a boarding pass to get on. In preparation for the coming battle, upgrade the equipment of Mara and Nara at the weapon shop and the armor shop. There's a House of Healing as well, so diligently save up all the data so far.

Town of Haville

Special Hints

What Terror Awaits?

The nurse is waiting for you to come into this House of Prophecy. Listen to what she has to say.

▲She is able to see the future

●List of ITEM SHOP

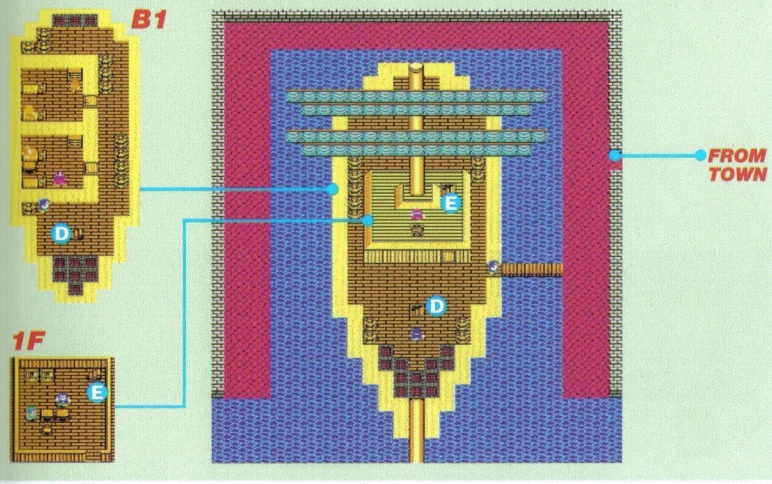
Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25
Full Moon Herb	30

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Leather Dress	250	DP+14	●		●				●	●
Fur Coat	600	DP+22	●	●	●	●		●	●	●
Half Plate Armor	1200	DP+30	●	●		●				●
Leather Shield	90	DP+4	●	●		●	●	●		●
Scale Shield	180	DP+7	●	●		●	●	●		●
Feather Hat	280	DP+8			●				●	●

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Chain Sickle	550	AP+20	●	●	●	●		●		●
Iron Fan	620	AP+22							●	
Venomous Dagger	750	AP+24					●	●	●	●
Morning Star	1250	AP+33		●		●				●
Poison Needle	1300	AP+0					●		●	



Aktemto

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	—	—	—	0	0	2	12

Aktemto is an old coal town that prospered in former times. Now, however, it's a gloomy place that has lost its vigor. Miners collapse one-after another from breathing the poisonous gas emitted from the mines. The town is gripped by grief.

Town of Aktemto

Gossip

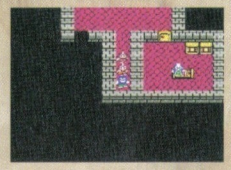
The Castle prohibited gunpowder manufacturing.
If you need gunpowder, take some of what's left in the mine.
Cough...Cough....

Special Hints — Attack Balzack!

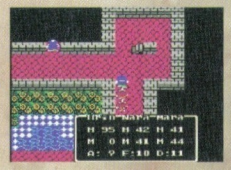
When you can obtain the Gunpowder Jar in Aktemto Mine, go to Keeleon Castle immediately. Even though you don't have a Magic Key, your companion Orin will open the door.

Inside the castle, all you have to do is USE this item near the counsel's room. Being surprised, the counsel will run into the king's room. Follow him into the king's room!

▲No key is necessary to open this door with Orin



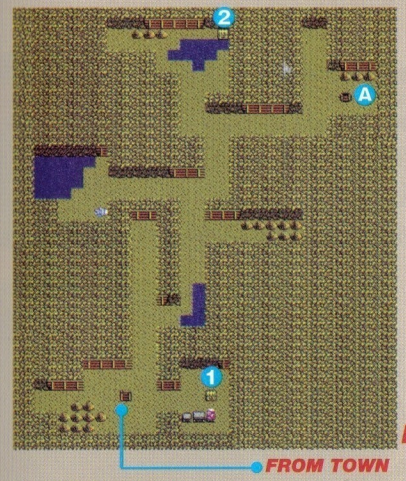
▲Try using Gunpowder Jar here



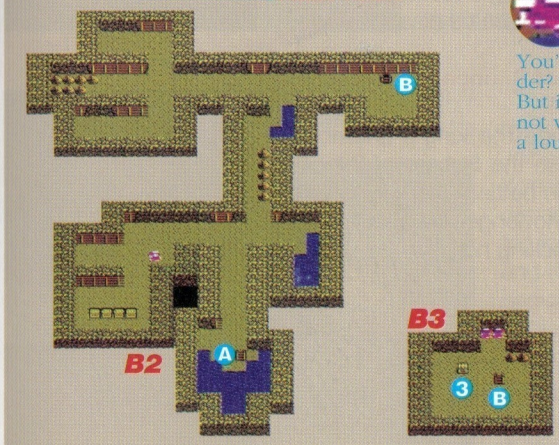
▲Watch carefully where the counsel goes

If Mara is able to use the Outside Spell, you can easily escape from the mine, even if HP is low. In addition, inside this mine is Nara's weapon, the Silver Tarot Cards. You can use this weapon as a tool for fighting, since Nara tells fortunes with these cards. There are nine different types of cards. Some cards double your offensive strength and others recover HP. However, you must be very careful when using these during battle, as they could also hurt or critically injure your own allies.

Aktemto Mine



●MONSTERS	
Viceter (B1)	☞P114
Liclick (B1)	☞P111
Rogue Wisper (B1)	☞P113
Weretiger (B1~B2)	☞P114
Mad Clown (B1~B2)	☞P111
Vampdog (B1~B2)	☞P114
Metal Scorpion (B1~B2)	☞P112
Garcoil Rooster (B2)	☞P110
Baby Salamand (B2)	☞P108
Vileplant (B2)	☞P114



Gossip

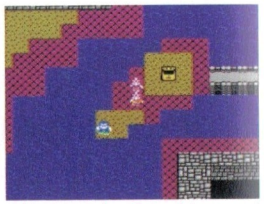
You've come for gunpowder? It's in the jar.
But it's damp and may not work except to make a loud noise.

●Treasure Chests
❶Mystic Acorns ❷Silver Tarot Cards
❸Gunpowder Jar

Chapter 4, Proceeding Through

A) Search for Orin

Somewhere in the Cave West of Kievs is Orin, another pupil of Edgar. To locate traces of Edgar's enemy, Balzack, by all means find Orin. Also, be sure to obtain the Sphere of Silence in this cave. It is necessary for defeating Balzack.



▲He must be Orin. Mara and Nara are looking for him!

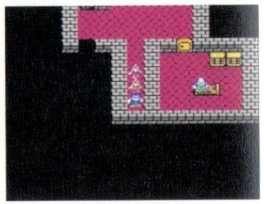
B) Where's the King?

Even after you enter the castle, you'll find it difficult to locate the king's room. A female soldier in the castle says you should make a big noise near the counsel's room. This will shock him, since he's quite timid, and he'll probably run into the king's room. Go get the Gunpowder Jar at Aktemto Mine, northwest of the Keeleon Castle.

▲Making a big noise will help them find the King's room

C) Locate the king's chamber

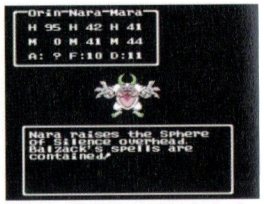
After obtaining the Gunpowder Jar from Aktemto Mine, use it near the counsel's room. He'll be startled and dash out of his room. Follow him. He'll use a trick somewhere on the wall to flee into the king's room. SEARCH the section of the wall where he disappeared.



▲USE the Gunpowder Jar here and watch the counsel!

D) Use the Sphere of Silence to defeat Balzack

Once you get inside the king's chamber, confront Balzack. Use the Sphere of Silence at the beginning of the battle. This will contain his spell and he will no longer be able to use spells. Just keep attacking him.



▲Without Balzack's spell, the battle would be easier for you

E) Get the Boarding Pass and go on board a ship in Haville

After being defeated by Keeleon, Mara's party wakes up on a bed in an underground jail. They are spoken to by an old man who is lying on the bed next to them. Knowing that he is unable to survive much longer, he will give Mara's party his Boarding Pass. Let's get out of jail with this pass and go to Haville, where the ship departs.

▲Don't waste this old man's kind offering!

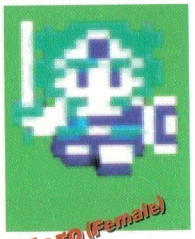
Chapter 5

The Chosen Ones

In Chapter 5 the Hero, whose name was registered at the beginning of the game, appears. He was living peacefully with his parents in a village deep in the mountains, until it was attacked by monsters. The Hero escapes injury by concealing himself in a cellar.

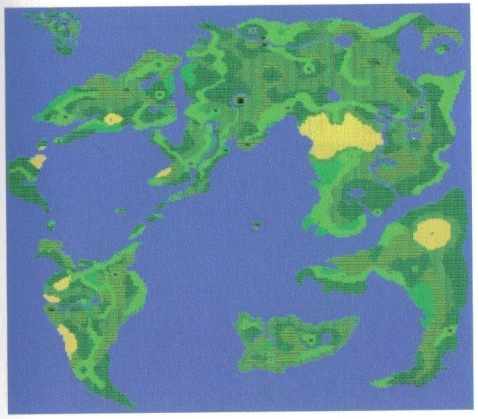
Though stricken with sorrow, he decides to set out on a journey to search for his destiny.

Hero (Male)



Hero (Female)

Action Area



The Hero meets his first two companions in Endor. Joined by the third one in Konenber, the party departs by ship. Another trio joins them in Mintos, and then the eighth companion joins them in Keeleon. Through tough adventures, they finally obtain the flying vessel. Thus they continue their adventures all over the world by air,reaching the World of Darkness in order to stop the Ruler of Evil from evolving.

Hometown

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	0	0	0	1

The Hero is living peacefully in a mountain village along with his parents, kind villagers and a young playmate named Celia. One day, however, a lost traveler is allowed to stay at the inn. This makes the village known to some monsters, who then attack the village.

Hometown

Gossip

Born with a hidden power, you have the potential to become strong enough to destroy any evil being. But you're still weak. Escape and survive! Understand?

Woodsman's Shack

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	0	0	0	1

The Hero is now all alone. First he drops by the Woodman's Shack. The woodcutter, foul-mouthed but kind-hearted, tells Hero there's a castle farther south.

Woodsman's Shack

Gossip

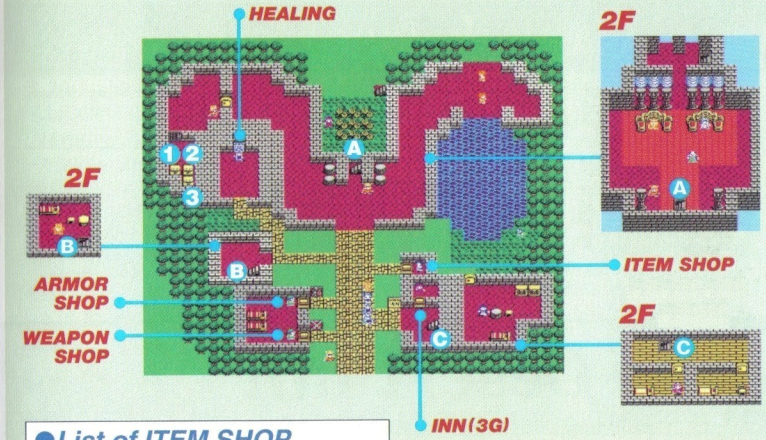
Wait a second! You can't travel like that.
You'd better take the things from those jars in that room.

Branca

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	1	2

Although this is not a big castle, you can get the weapons, armor and other things you'll need for your adventures at the shops here.

Branca Castle & Castle Town



List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25

Treasure Chests

❶ Mystic Acorns ❷ 120 Gold Pieces
❸ Small Medal

List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Club	30	AP+7	●	●	●	●		●		●
Copper Sword	100	AP+12	●	●		●		●		●
Thorn Whip	200	AP+14	●	●	●	●		●	●	●
Boomerang	350	AP+18	●	●	●	●	●	●	●	●

List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Leather Armor	180	DP+12	●	●	●	●	●	●		
Chain Mail	350	DP+18	●	●	●	●		●		
Leather Shield	90	DP+4	●	●		●	●	●		●
Scale Shield	180	DP+7	●	●		●	●	●		●
Leather Hat	65	DP+2	●	●	●	●	●	●	●	●
Wooden Hat	120	DP+6	●	●	●	●		●		●

Endor

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	1	6	2	3

When the Hero passes through the tunnel, he arrives in Endor. Compared with Branca, Endor is much larger. A wedding ceremony is being held in the castle for Reed, the Prince of Bonmalmo, and Mia, the Princess of Endor. Mara and Nara, the sisters who escaped from Haville by ship, should also be in Endor. Find them as well.

Castle Town of Endor

Maps and Data ☞ P28

I see seven lights around you.
They are small now, but they will soon grow...what?
You are the Hero!
I've been searching for you, the one with the untapped power to defeat the evil ones.

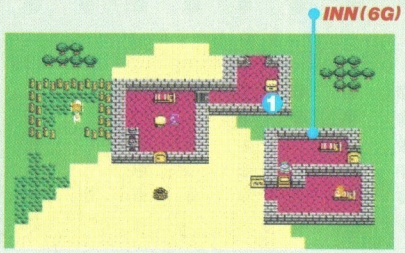
How nice!
You can take care of us from now on, right?

Desert Inn

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	—	—	—	0	0	1	6

East of Branca find lies the desert. It is impossible to walk across the desert but Hector, the innkeepers son, owns a horse and wagon. There must be a way to borrow it?

Desert Inn



I just can't trust anyone any more!
Go away!

●Treasure Chests
❶ Lunch

Cave of Betrayal

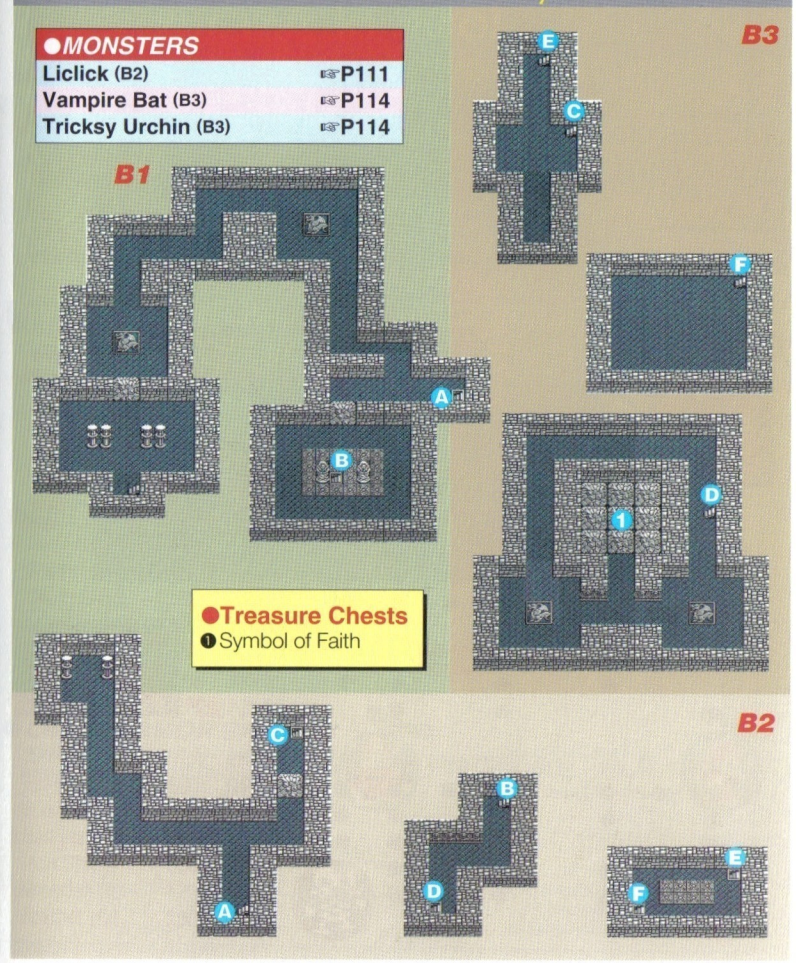
Inn	Floor	TC	Special Items	Level
—	3	1	Symbol of Faith	9

This is the cave where the Hero, together with Nara and Mara, is challenged for the first time. However, a hole opens up in the cave floor and the Hero loses the two sisters. Though he must find them quickly, he's got to be careful, since some monsters disguise themselves as Mara or Nara.

Cave of Betrayal

●MONSTERS

Liclick (B2)	☞P111
Vampire Bat (B3)	☞P114
Tricksy Urchin (B3)	☞P114



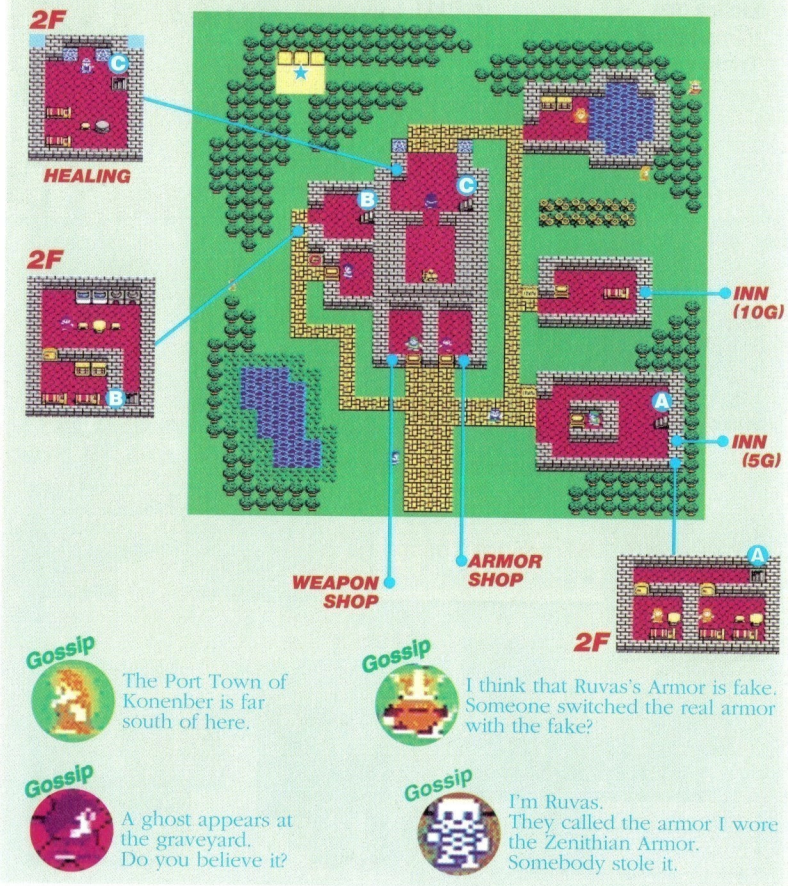
●Treasure Chests
❶ Symbol of Faith

Aneaux

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	10

When you cross the desert in Hector's wagon, you arrive at the spa town of Aneaux. Talk to the man near the armor shop and he'll show you around the town. The armor of the soldier Ruvas, which is shown during the town tour, is the legendary Zenithian Armor. According to Ruvas, who appears in the graveyard at night, it's a fake that must have been switched by someone. So where on earth is the original?

Town of Aneaux



Special Hints

Something will happen at night

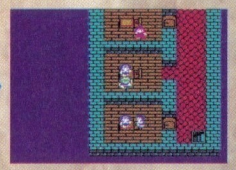
As you learned in Chapter 1, the atmosphere in towns and villages is sometimes different in the daytime than at night.

For instance, some people only appear at night. They will give you valuable hints for your knowledge. That's why you should visit all towns and villages even at night.

Have you entered an eatery in some towns? An eatery opens only at night. If you enter an eatery in Monbaraba during the night, you will find an interesting room upstairs.

▲A ghost of Ruvas will speak to you

▲Welcome to an eatery!



▲What is this girl going to do?

●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25
Full Moon Herb	30

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Boomerang	350	AP+18	●	●	●	●	●	●	●	●
Chain Sickle	550	AP+20	●	●	●	●		●		●
Iron Fan	620	AP+22							●	
Venomous Dagger	750	AP+24					●	●	●	●
Iron Spear	880	AP+28	●	●		●		●		
Morning Star	1250	AP+33		●		●				●

●List of ARMOR SHOP

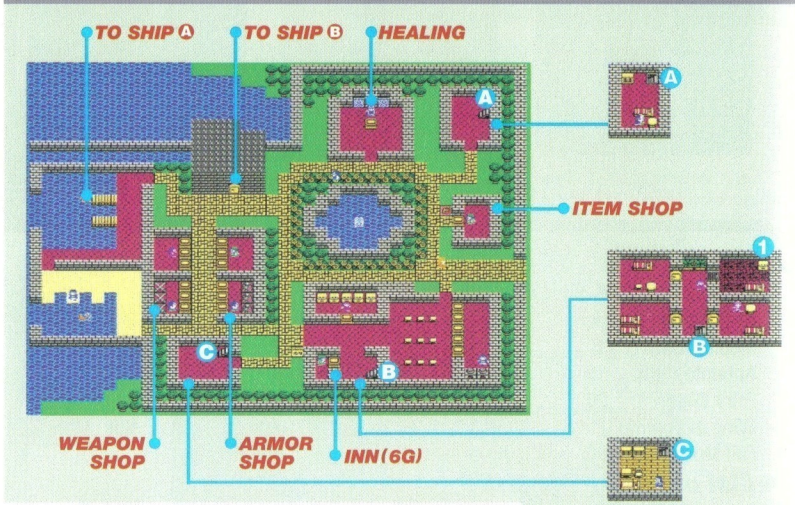
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Fur Coat	600	DP+22	●	●	●	●		●	●	●
Bronze Armor	700	DP+25	●	●		●		●		●
Half Plate Armor	1200	DP+30	●	●		●				●
Iron Shield	650	DP+12	●	●		●		●		●
Wooden Hat	120	DP+6	●	●	●	●		●		●
Feather Hat	280	DP+8			●				●	●

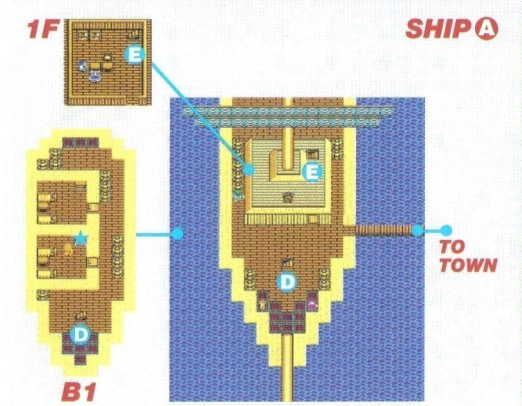
Konenber

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	1	11

Konenber is a port town. Unfortunately, since the lighthouse has been captured by a band of monsters, ships are being swallowed up by the ocean. People continue to lose their ships. A concerned man, Taloon, has gone out to the lighthouse to rid it of monsters, but the workers building his ship are worried about whether he'll return safely.

Town of Konenber





Gossip

Since the monsters took over the lighthouse, it's been emanating an evil light that sinks ships.

Gossip

The last ship to leave here was sailing south. They say the Princess of Santeem was on board.

●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25
Full Moon Herb	30

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Chain Sickle	550	AP+20	●	●	●	●		●		●
Venomous Dagger	750	AP+24					●	●	●	●
Iron Spear	880	AP+28	●	●		●		●		
Morning Star	1250	AP+33		●		●				●
Broad Sword	2000	AP+40	●	●						

●List of ARMOR SHOP

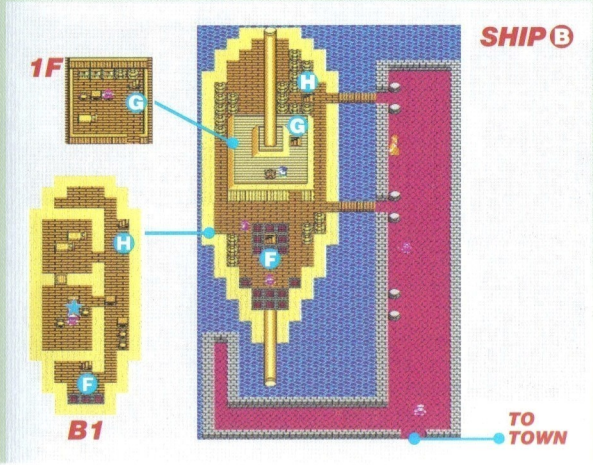
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Bronze Armor	700	DP+25	●	●		●		●		●
Half Plate Armor	1200	DP+30	●	●		●				●
Feather Hat	280	DP+8			●				●	●
Golden Barrette	540	DP+12	●		●				●	●

●Treasure Chests

❶ Sword of Decimation

Gossip

Taloon said he wanted to go south.
A sailing expert who has a priceless map lives on a southern continent, in a town called Mintos.

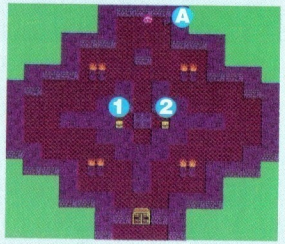


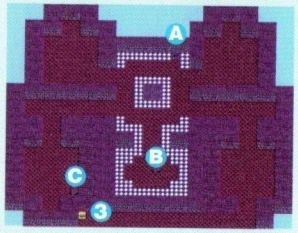
Great Lighthouse

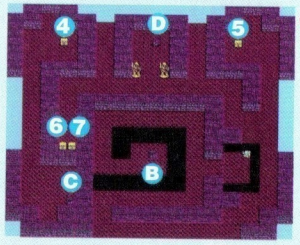
Inn	Floor	TC	Special Items	Level
—	5	9	Fire of Serenity	13

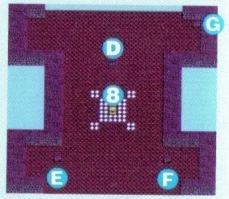
Here the Hero's party encounters Taloon. Taloon asks the Hero and his gang to seek out the Fire of Serenity which remains here, defeat the monsters and regain the lighthouse.

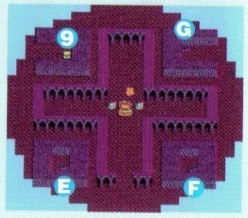
Great Lighthouse











●MONSTERS

Healer (1F~2F)	☞P110
Thevro (1F~2F)	☞P114
Kordra (1F~2F)	☞P111
Crested Viper P (1F~2F)	☞P109
Grislysaber (1F~2F)	☞P110
Mad Clown (1F~2F)	☞P111
Rogue Knight (1F~4F)	☞P113
Metal Slime (1F~4F)	☞P112
Rogue Wisper (1F~4F)	☞P113
Man-Eater Chest (3F)	☞P111
Pteranodon (3F~4F)	☞P113
Skeleton (3F~4F)	☞P114
Weretiger (3F~4F)	☞P114
Garcoil Rooster (3F~4F)	☞P110
Vileplant (3F~4F)	☞P114
Flamer (5F)	☞P110
Lighthouse Bengal (5F)	☞P111

●Treasure Chests

❶Luck Seed ❷400 Gold Pieces ❸Strength Seed ❹Magic Potion ❺Full Moon Herb ❻Man-Eater Chest ❼Boomerang ❽Fire of Serenity ❾Golden Barrette

Mintos

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	14

Here lives Howden, an old man very knowledgeable about the sea. When you go to the inn he built, you'll find Cristo sick in bed and Brey looking after him. Brey says that Alena has rushed out to search for Padequia, a herbal medicine, to cure Cristo's disease.

Town of Mintos

●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25
Full Moon Herb	30

●List of WEAPON SHOP

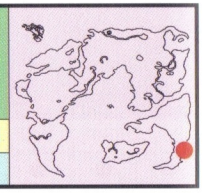
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Iron Spear	880	AP+28	●	●		●		●		
Morning Star	1250	AP+33		●		●				●
Broad Sword	2000	AP+40	●	●						
Sword of Malice	3500	AP+45	●	●				●		
Abacus of Virtue	1600	AP+35						●		

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Half Plate Armor	1200	DP+30	●	●		●				●
Iron Apron	1500	DP+32						●		
Full Plate Armor	2300	DP+35	●	●						
Iron Shield	650	DP+12	●	●		●		●		●
Golden Barrette	540	DP+12	●		●				●	●
Iron Helmet	1100	DP+16	●	●		●		●		

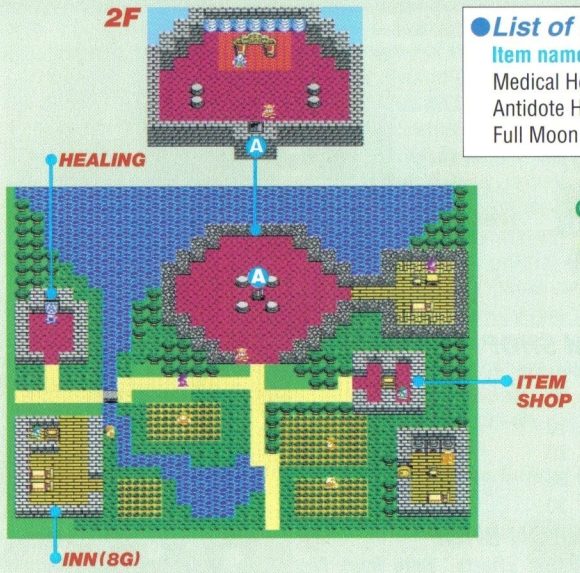
Soretta

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	—	—	●	0	0	0	15



Padequia should have been available here, but a drought five years ago has wiped out the herb. The King says there's a Padequia Seed in the southern cave, but the cave is full of monsters and access is not easy.

Land of Soretta



●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Full Moon Herb	30

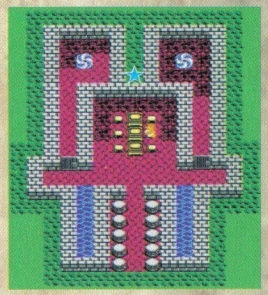
The record states the former King kept a Padequia Seed in the southern cave as a precaution against catastrophe. Unfortunately, monsters now lurk in the cave, and we can't get in.

Special Hints

Shrine East of Mintos

▲Enter the shrine!

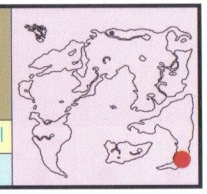
Inside the shrine a man tells you the location of Soretta. You see warp gates leading somewhere. Return here if you find the Final Key.



Chapter 5

Cave of the Padequia

Inn	Floor	TC	Special Items	Level
—	3	6	Padequia Seed	15

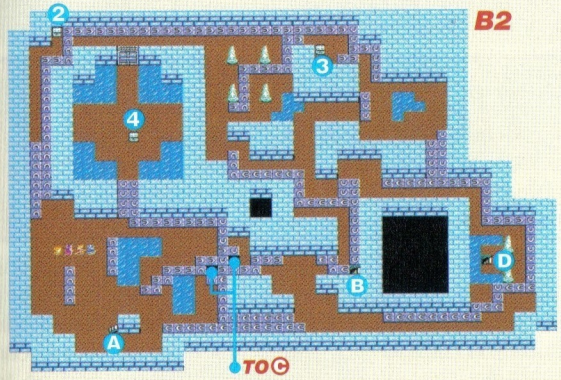


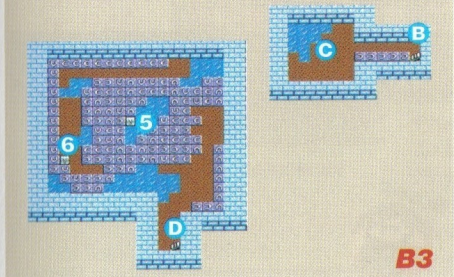
This cave is known for its slippery floor. So unless you're careful, you won't reach the treasure chest and you may fall into a pit. Get the Padequia Seed quickly and carry it back to Soretta, then give it to the King.

Cave of the Padequia

●MONSTERS

Vampdog (B1~B3)	☞P114
Baby Salamand (B1~B3)	☞P108
Mage Toadstool (B1~B3)	☞P111
Conjurer (B1~B3)	☞P109
Infurnus Knight (B1~B3)	☞P111
Iceloth (B1~B3)	☞P110
Man-Eater Chest (B3)	☞P111



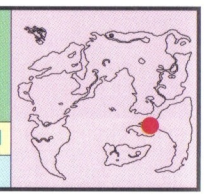


●Treasure Chests

1. Agility Seed
2. Mystic Acorns
3. 800 Gold Pieces
4. Robe of Serenity
5. Padequia Seed
6. Man-Eater Chest

Mintos

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	17

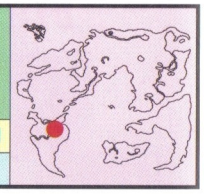


Take the Padequia Root you received from King Soretta to Mintos and have Cristo USE it. Cristo will recover quickly, then he and Alena will join the party.

Where there's a coming together, there's also a parting. Hector, who accompanied the group this far, decides to leave the group here and remain in Mintos to learn the teachings of old man Howden, in order to inherit his father's inn.

Keeleon

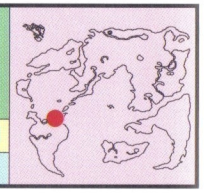
Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	0	1	1	18



Here the Hero comes across his eighth companion, Ragnar. In the king's chamber you'll not find Balzack this time, only Keeleon. Beat Keeleon and let Ragnar join the group.

Haville

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	6	19



If you talk to the weapons dealer, he'll give you information about the Magic Key. He says that an alchemist would be able to make one. Return to Kievs, where Edgar and Orin used to live. If and when you get the Magic Key, return to the places you have already visited that have doors that can be opened with the Magic Key. You'll find precious items and go to weapon shops and armor shops that have unique goods.

Town of Haville

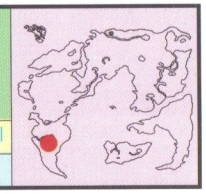
Maps and Data ☞ P48

Gossip

Magic Keys? Such bizarre things....
DO EXIST!
Unfortunately I don't have one.
They say alchemists could make one easily.
I remember alchemists used to live in the southern village, Kievs.

Kievs

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	●	—	●	0	0	0	20



A certain village woman will tell you she remembers that Orin possesses a Magic Key. Upon entering the basement of the House of Edgar, you'll find a Slime hanging around. Since he doesn't look like a bad Slime, speak to him. He'll reveal that Orin's secret laboratory and the Magic Key should be in the Cave West of Kieves.

Kievs Village

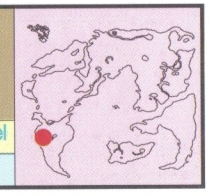
Gossip

I remembered! Edgar had a secret laboratory somewhere else.
If I remember correctly, it's in the western cave.
I think you'll find a Magic Key there.

Maps and Data ☞ P45

Cave West of Kievs

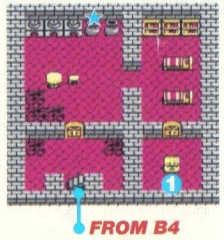
Inn	Floor	TC	Special Items	Level
—	4	5	Magic Key	21



In Chapter 4, when you found Orin in this cave, there was a treasure chest hereby with the Lamp of Darkness in it. Remember? SEARCH the bottom of the treasure chest and you'll find a button. Press it and you'll be able to enter Orin's secret laboratory.

Cave West of Kievs

Maps (B1~B4) ☞ P46



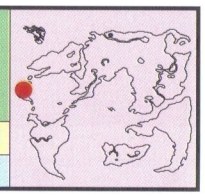
●Treasure Chests
❶ Magic Key

●MONSTERS

Bisonhawk (B1~B2)	☞P108
Demonite (B1~B2)	☞P109
Infurnus Knight (B1~B2)	☞P111
Bisonbear (B1~B2)	☞P108
Flamer (B1~B4)	☞P110
Phantom Knight (B1~B4)	☞P112
Dragonpup (B1~B4)	☞P109
Phantom Messenger (B1~B4)	☞P112
Curer (B1~B4)	☞P109
Mystic Doll (B3~B4)	☞P112
Ouphnest(B3~B4)	☞P112

Seaside Village

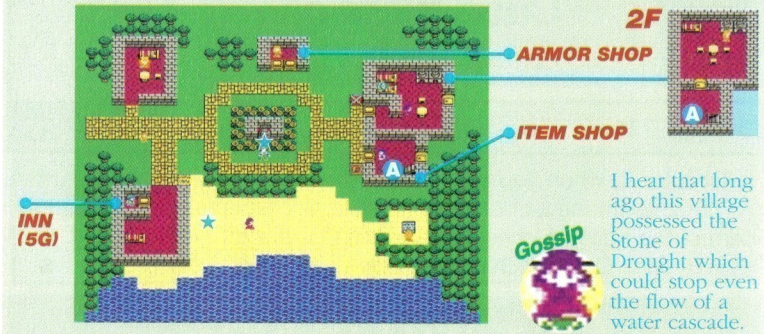
Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	—	●	●	0	0	0	22



This is literally a village beside the sea, on an island in the sea situated between Santeem and Keeleon. According to the villagers here, somewhere in this world is an item called the Sandglass of Regression. To learn about the effectiveness of this item, go to the second floor of the item shop at night and ask the shopmaster.

When you visit the village at night you'll probably notice that its land features are different from those of the daytime. Nearly all the land is now covered by water, except for one particular place. Remember this place well and return during the daytime to SEARCH it. You'll find a strange item called the Stone of Drought.

Seaside Village



I hear that long ago this village possessed the Stone of Drought which could stop even the flow of a water cascade.

Our ancestors were pirates. Many years ago they settled on the land... leaving the treasures they'd stolen deep behind a water cascade somewhere in this world.... They say among the treasures was the ultimate weapon, the Metal Babble Sword.

●List of ITEM SHOP

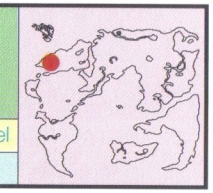
Item name	Price
Medical Herb	8
Antidote Herb	10
Full Moon Herb	30
Scent Pouch	150

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Full Plate Armor	2300	DP+35	●	●						
Cloak of Evasion	3000	DP+28			●		●		●	
Sacred Robe	4400	DP+38				●				●
Iron Shield	650	DP+12	●	●		●		●		●
Iron Helmet	1100	DP+16	●	●		●		●		

Santeem

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	2	1	0	23



As seen at the end of Chapter 2, there's still no sign of people living in Santeem Castle, although it's full of monsters. When you go upstairs, you'll find Balzack.

Santeem Castle

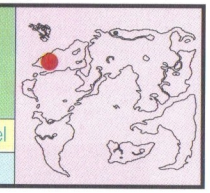
Maps and Data ☞ P20

Kiii! We monsters have taken over Santeem Castle! The King of this Castle is Balzack!

Meena says the King of Santeem had a strange power. She says you should talk to a person in Surene who can tell you more.

Surene

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	—	0	1	0	23



Upon entering the town and advancing to the upper right, you'll find a door to be opened by the Magic Key. Entering the door, you'll see a weapon shop. Go farther, exit the building and move to the lower right, where there's a small building. The old man who lives there used to be the tutor for King Santeem at Santeem Castle. The signpost he talks about should be somewhere in this town, so try to find it.

Town of Surene

Maps and Data ☞ P21

●List of WEAPON SHOP (In front of staircase Ⓕ)

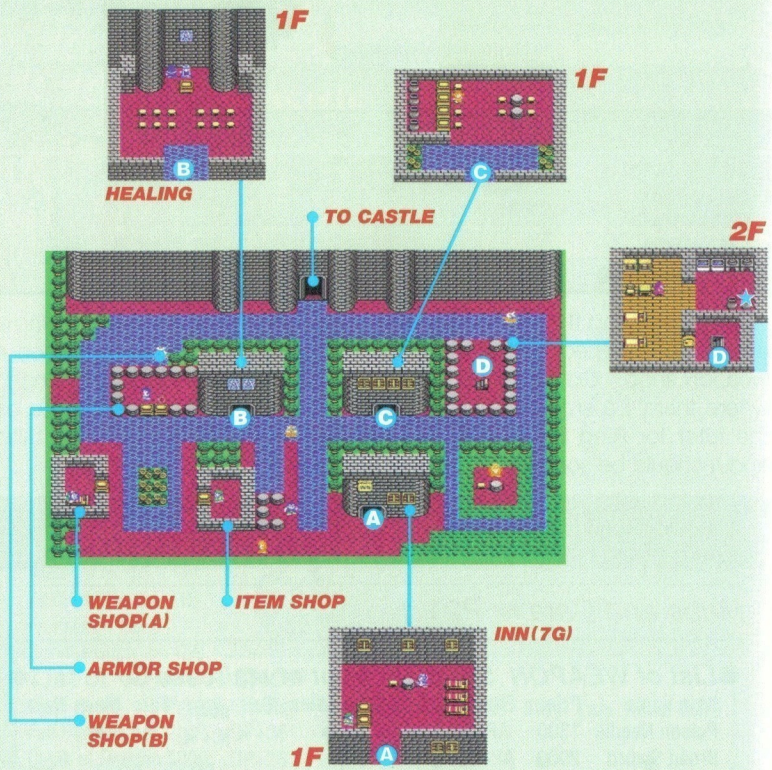
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Poison Needle	1300	AP+0					●		●	
Broad Sword	2000	AP+40	●	●						
Staff of Force	2500	AP+55				●	●		●	●
Battle Axe	5500	AP+50	●	●						
Cloak of Evasion	3000	DP+28			●		●		●	
Iron Mask	3500	DP+25	●	●						

Stancia

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	24

Unlike the other places you've visited so far, here in Stancia you move around by ship, not by foot. There are all sorts of establishments here such as a House of Healing, an eatery, an inn, a weapons and armor shop, an item shop, etc. Most notable is a ship that itself is a weapon shop. Another weapons shop only does business at night.

Castle Town of Stancia



Gossip
I've reached this far searching for the Zenithian Helm. I've heard the King here has it.

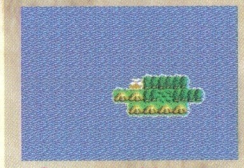
Gossip
Here in Stancia, we have an old legend about Zenithian Castle. The scholar at our Castle knows the legend well.

Special Hints

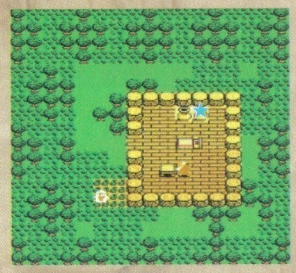
Place to Visit Is Not Always Visible

When you travel around by sea, you will find a small island. At a glance, you can see no castle or town there, but enter the section of the island that looks different from the rest. There you'll find an old man who lives alone.

Listen to what he has to say. He will give you information about what you're looking for. Also, don't forget to check inside the jars in this house.



▲Some part of the gras looks different



After you finish listening to the old man, USE the treasure map to view the location of the island he mentioned.

●List of ITEM SHOP

Item name	Price
Antidote Herb	10
Full Moon Herb	30
Wing of Wyvern	25
Scent Pouch	150

●List of WEAPON SHOP(A)

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Battle Axe	5500	AP+50	●	●						
Sword of Lethargy	8000	AP+60	●	●						

●List of WEAPON SHOP(B)

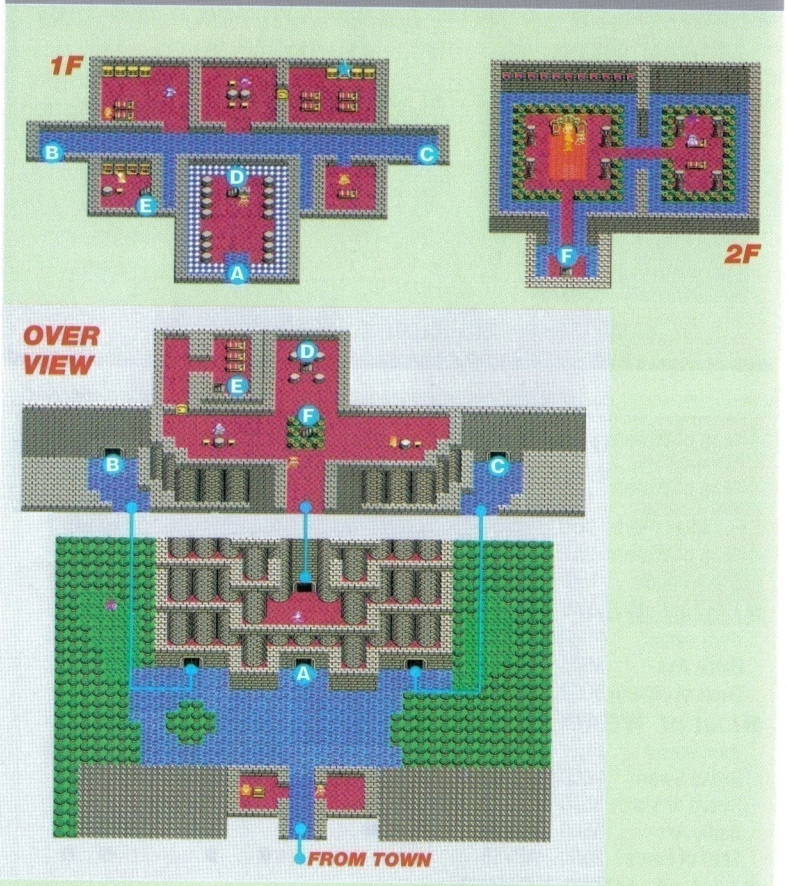
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Broad Sword	2000	AP+40	●	●						
Sword of Malice	3500	AP+45	●	●				●		
Battle Axe	5500	AP+50	●	●						
Staff of Force	2500	AP+55				●	●		●	●

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Full Plate Armor	2300	DP+35	●	●						
Cloak of Evasion	3000	DP+28			●		●		●	
Sacred Robe	4400	DP+38				●				●
Dragon Mail	5200	DP+45	●	●						
Iron Shield	650	DP+12	●	●		●		●		●
Iron Helmet	1100	DP+16	●	●		●		●		

To entertain his countrymen, King Stancia has issued a proclamation that whoever tells a funny joke will be awarded a prize. The Hero's party enters the competition but the King is not satisfied. Discouraged, they hear about a jester named Panon, whose jokes are very amusing. Why not go to Monbaraba, where he happens to be?

Stancia Castle



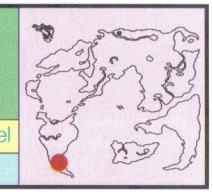
Gossip You came because you saw the King's proclamation? Whoever makes the King laugh heartily will receive any reward they desire.

Gossip I want to go to Zenithian Castle. Yet I don't think I can find all of the Zenithian weapons and armor. I heard, however, the Zenithian Shield was once at Burland Castle...

Gossip In this country, we have an old legend about Zenithian Castle. Whoever obtains the Zenithian Armor, Helm, Shield, and Sword will be allowed into Zenithia. Only the Helm has been handed down in our royal family.

Monbaraba

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	0	0	24



Panon entertains people with his jokes, on the same stage where Mara used to dance. In the daytime, go to the master's room behind the stage and talk to Panon. He'll help you make King Stancia laugh.

Town of Monbaraba

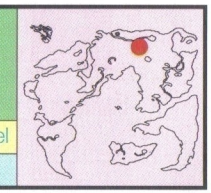
Maps and Data ☞ P44

Gossip Panon, a funny jester, is here now. Go to the theater at night if you want to talk to him.

Gossip I hear there's a big island rimmed by rocky mountains in the far eastern sea. They say there's a castle of monsters on the island.

Burland

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	1	0	0	25



The legendary Zenithian Shield was once kept in Burland. However, this shield is now kept in Gardenbur. The counsel says you need the Magma Staff to reach Gardenbur.

Burland Castle

Maps and Data ☞ P12

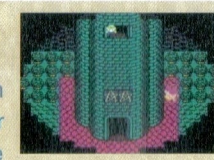
Gossip I hear you can have a strange dream in Izmit Village.

Gossip I learned recently that the Zenithian Shield was once in this Castle. It seems that in my grandfather's time, the shield was given to the Queen of Gardenbur.

Special Hints

Let's Visit Izmit Village

If you stay at the inn in Izmit, you may have a strange dream. Watch carefully and remember the buildings and people in the dream.



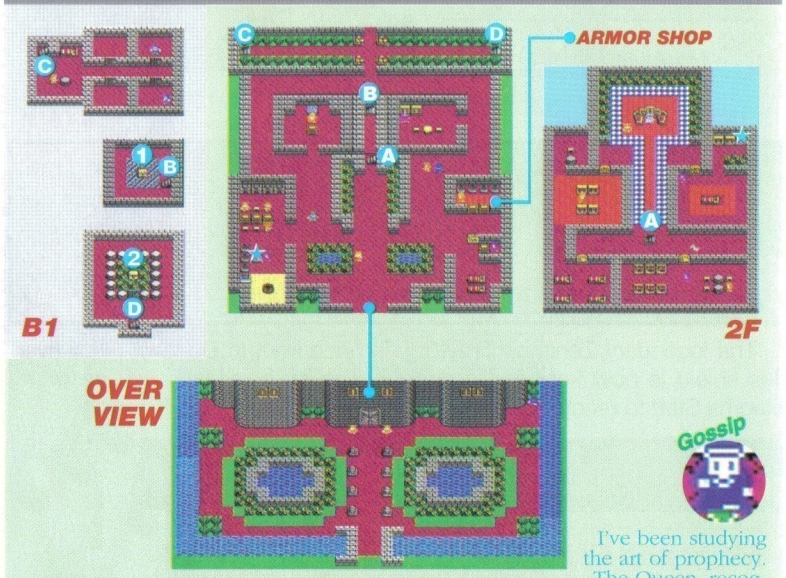
▲She will ask a favor of you

Gardenbur

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	—	●	—	0	2	5	26

This is a country of women where even the lord and soldiers are female. The Queen is upset because the appearance of the Hero's party means that her country is easily penetrated from the outside. So the Hero's party is not well received. Walk around the castle anyway, and listen to the people.

Gardenbur Castle



Gossip

I've been studying the art of prophecy. The Queen, recognizing my talent, gave me the Bronze Amulet.

●Treasure Chests
❶Fire Claw ❷Zenithian Shield

●List of ARMOR SHOP

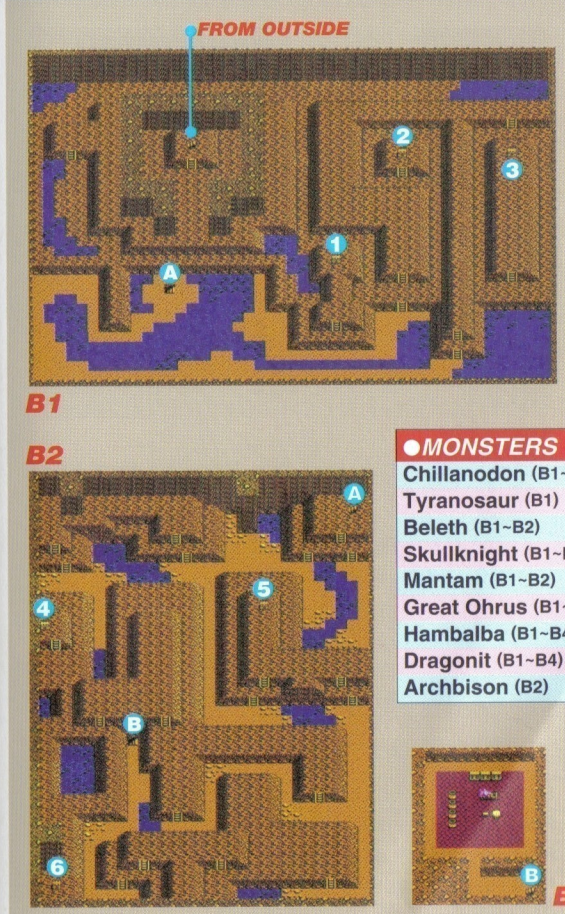
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Leather Dress	250	DP+14	●		●				●	●
Dancer's Costume	400	DP+8			●				●	
Cloak of Evasion	3000	DP+28			●		●		●	
Pink Leotard	6300	DP+40	●		●				●	●
Golden Barrette	540	DP+12	●		●				●	●

Cave Southeast of Gardenbur

Inn	Floor	TC	Special Items	Level
—	3	6	——	26

Hiding in this cave is the thief who stole the Bronze Amulet, the treasure of a nurse living in Gardenbur. Unless the Hero catches him and gets the Bronze Amulet back, the groundless charge against the Hero's party will not be lifted. So first make an all-out effort to find the thief and then later go around to open the treasure chests.

Cave Southeast of Gardenbur



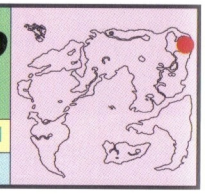
●Treasure Chests
❶Small Medal
❷Agility Seed
❸1200 Gold Pieces
❹Iron Mask
❺Strength Seed
❻Dragon Shield

●MONSTERS

Chillanodon (B1~B2)	☞P109
Tyranosaur (B1)	☞P114
Beleth (B1~B2)	☞P108
Skullknight (B1~B2)	☞P114
Mantam (B1~B2)	☞P111
Great Ohrus (B1~B2)	☞P110
Hambalba (B1~B4)	☞P110
Dragonit (B1~B4)	☞P109
Archbison (B2)	☞P108

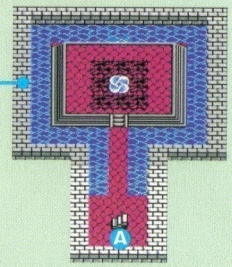
Castle of the King Who Collects Small Medals

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	—	—	—	0	0	0	27



If you discover any of the Small Medals that are scattered about, hand them over to the king. According to the number you collect, you can exchange them for precious items that can't be bought in shops. Small Medals will be found not only in treasure chests, but in all sorts of places, such as in drawers and flower beds, or sometimes even around wells.

Castle of the King Who Collects Small Medals



I'm searching for the Zenithian Armor. I suspect it's in the nearby cave.

●List of ARMOR SHOP

Item name	Rate	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Staff of Punishment	1	AP+35				●				●
Hat of Happiness	4	DP+15				●	●		●	●
Sword of Miracles	6	AP+100	●	●		●		●		
Metal Babble Helm	20	DP+50	●	●		●		●		●

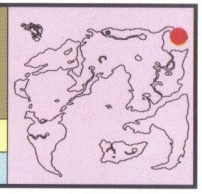
Special Hints

How to Use Medal Items

Item name	Usage
Staff of Punishment	Same as Infermore Spell
Hat of Happiness	Recovers his/her MP with this hat on
Sword of Miracles	Recovers his HP after attacking the monsters
Metal Babble Helm	Protects you with the maximum DP

Shrine of Breaking Waves

Inn	Floor	TC	Special Items	Level
—	2	3	Zenithian Armor	27

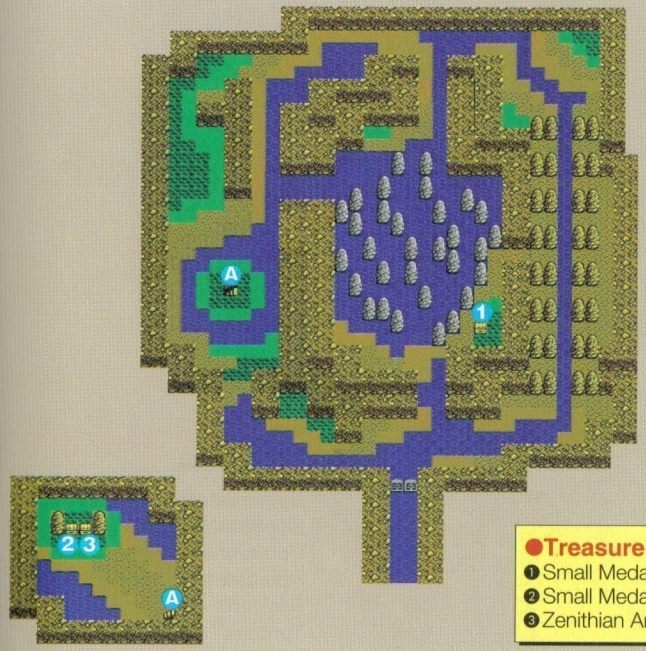


Hidden inside this shrine is a coat of legendary armor. Unfortunately, the shrine is full of tough monsters as well. Challenge them only after all your characters have adequately increased their levels. Be careful not to get lost on the road, as it's rather complicated.

Shrine of Breaking Waves

●MONSTERS

Plesiodon (B1~B2)	☞P112
Necrodain (B1~B2)	☞P112
Maskan (B1~B2)	☞P112
Podokesaur (B1~B2)	☞P113
Dragon Rider (B1~B2)	☞P109
Snowjive (B1~B2)	☞P114
Karon (B1~B2)	☞P111
Fury Face (B1~B2)	☞P110



●Treasure Chests

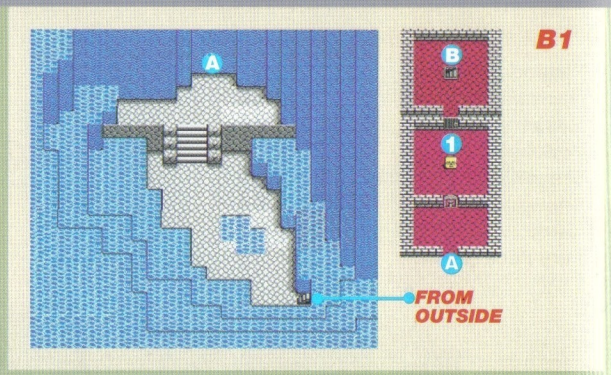
❶Small Medal
❷Small Medal
❸Zenithian Armor

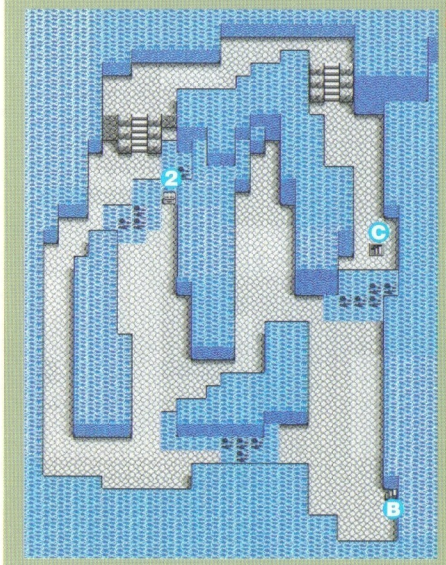
Cascade Cave

Inn	Floor	TC	Special Items	Level
—	4	5	Metal Babble Sword	28

Since the currents of the waterfalls in this cave are very swift, to enter it, USE the Stone of Drought obtained at Seaside Village. The Stone of Drought will absorb water and an entrance will appear. Even though the monsters are tough, open every treasure chest in the cave.

Cascade Cave





●MONSTERS

Minidemon (B1~B4)	☞P112
Balakooda (B1~B4)	☞P108
Maelstrom (B1~B4)	☞P111
Doolsnake (B1~B4)	☞P109
Hemasword (B1~B4)	☞P110
Raygarth (B3~B4)	☞P113
Tentagor (B3~B4)	☞P114

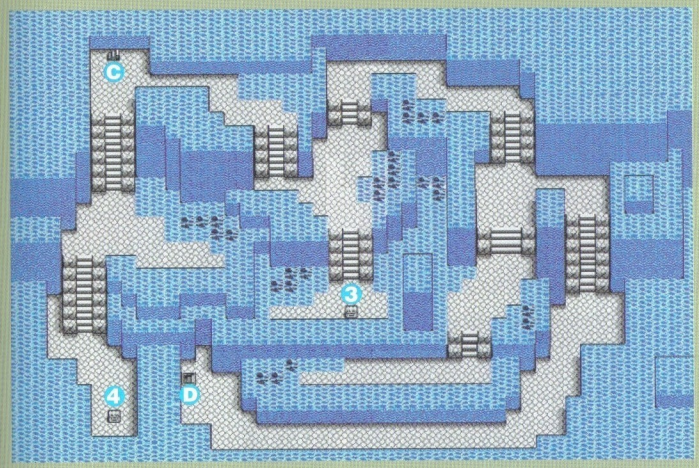
Special Hints | Shopping at Unusual Places

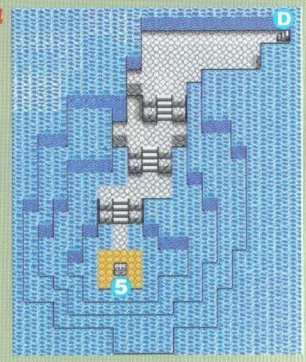
You can purchase items from shops in towns and villages. Sometimes you may come across people selling items, weapons and armor in unexpected places. If they appear in front of you, don't be afraid to do some shopping.

▲Speak to the man staying at the inn

▲He is a merchant on his way to Monbaraba!

▲He appears in Chapter 3 only





●Treasure Chests

❶Sandglass of Regression ❷Small Medal ❸1040 Gold Pieces ❹Mask of Corruption ❺Metal Babble Sword

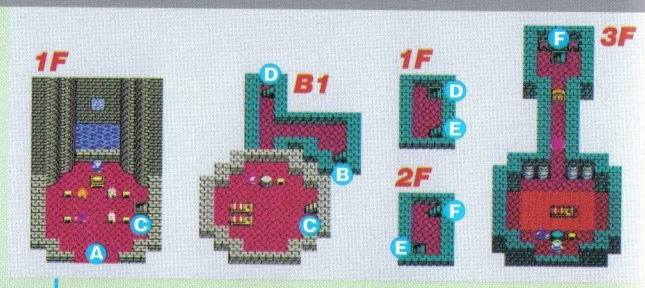
Rosaville

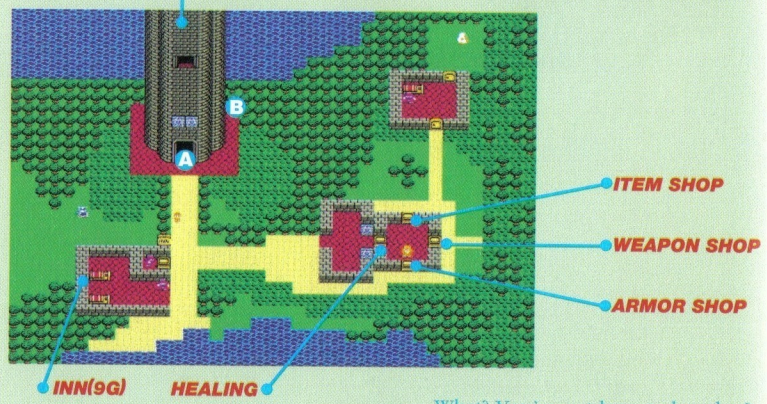
Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	●	●	●	0	1	0	28

This is a village where dwarves used to live, but recently an old man started businesses, including a House of Healing, weapons and armor shop and an item shop .

While walking around the village, to your surprise you encounter a building exactly like the one that appeared in the dream you had at the inn in Izmit. USE the Flute of Uncovering near the building and a secret staircase will appear. Then go meet the young girl in your dream who was sticking her head out of a window.

Rosaville





I'm not lying! At night, a beautiful girl looks out a window of that tower.

What? You're not here to hurt her? Then I'll tell you something. It's said the Staff of Transform is in a royal crypt on the cape southwest of Endor. I think if you use it, you'll be able to sneak into the monsters' castle.

Special Hints

For Favorable Equipment

With the money you've earned so far, you will be able to buy weapons and armor that are somewhat stronger. However, the strongest weapons and armor are not always purchased at an ordinary shop.

Some can be obtained by trading in coins at the Casino, while others may be purchased with small medals. If you have a Magic Key, you can visit a shop that deals in unique goods. It's a good idea to try your luck at the Casino and collect as many coins as possible. Always be searching for small medals hidden around the world.

It becomes clear that to obtain the strongest weapons and armor may take some time. Good luck!

▲Earn the coins to obtain the unique goods!

▲They say there are 32 medals in the world

▲It's not easy to decide what to buy

▲Here is the most effective weapon for Alena

●List of ITEM SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Wing of Wyvern	25									
Scent Pouch	150									

●List of WEAPON SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Battle Axe	5500	AP+50	●	●						
Stilleto Earrings	7500	AP+5			●				●	●
Sword of Lethargy	8000	AP+60	●	●						
Dragon Killer	15000	AP+90	●	●						

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Full Plate Armor	2300	DP+35	●	●						
Sacred Robe	4400	DP+38				●				●
Dragon Mail	5200	DP+45	●	●						
Iron Helmet	1100	DP+16	●	●		●		●		
Iron Mask	3500	DP+25	●	●						

Royal Crypt

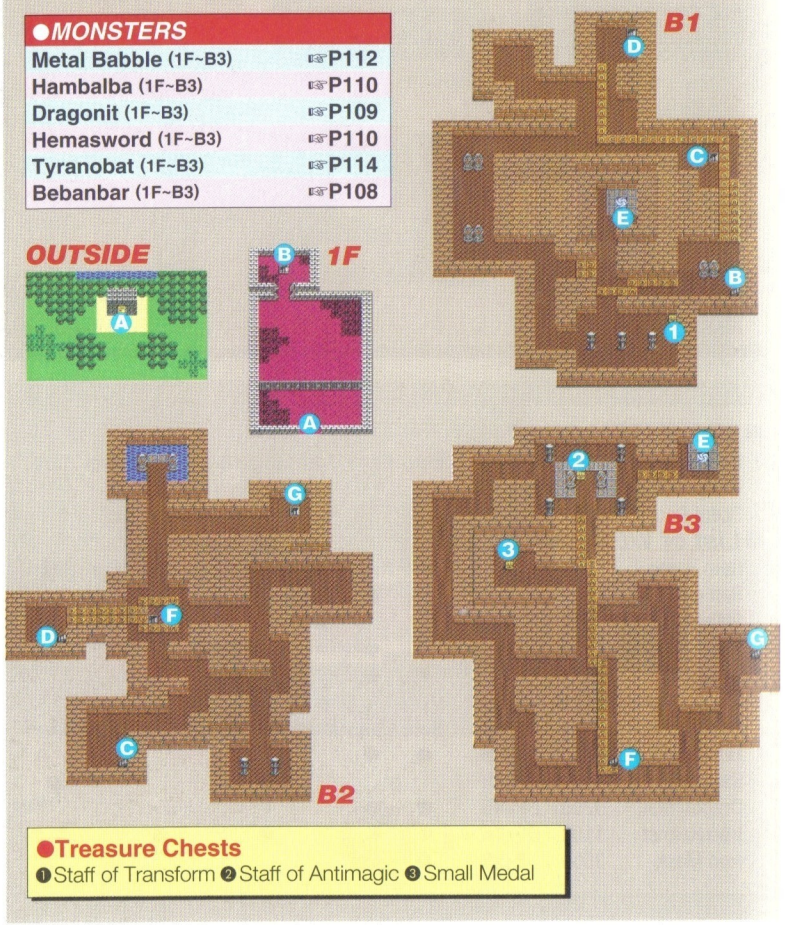
Inn	Floor	TC	Special Items	Level
●	4	3	Staff of Transform	28

In the Royal Crypt located in the southwest of Endor is an item called the Staff of Transform. USE this item to temporarily transform yourself into another creature. This crypt, like the Cave of Padequia, contains some slippery floors. Be careful not to miss any treasure chests by stepping on a slippy floor.

Royal Crypt

●MONSTERS

Metal Babble (1F~B3)	☞P112
Hambalba (1F~B3)	☞P110
Dragonit (1F~B3)	☞P109
Hemasword (1F~B3)	☞P110
Tyranobat (1F~B3)	☞P114
Bebanbar (1F~B3)	☞P108



●Treasure Chests
❶Staff of Transform ❷Staff of Antimagic ❸Small Medal

Riverton

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	●	●	—	0	0	0	29

Since the town is on both sides of the river, move around by ship. You'd expect a flying vessel to be on sale. However, due to a shortage of gas the shop master is at a loss and cannot make one. If you did have a flying vessel, you could move about without having to battle monsters and could go to places that can't be reached by ship.

Riverton

Long ago, men flew in vessels. It's said the Ruler of Evil stole the essential component of vessels. It was probably buried along with him.

Hello! How would you like a flying vessel?
I wish to say that, but I don't have any yet.
It's almost complete.
All I need is a gas lighter than air.

●List of WEAPON SHOP

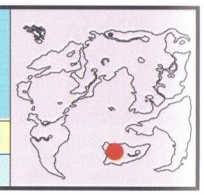
Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Battle Axe	5500	AP+50	●	●						
Sword of Lethargy	8000	AP+60	●	●						
Dragon Killer	15000	AP+90	●	●						
Wing of Wyvern	25									

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Sacred Robe	4400	DP+38				●				●
Dragon Mail	5200	DP+45	●	●						
Iron Shield	650	DP+12	●	●		●		●		●
Dragon Shield	7100	DP+30	●	●						
Iron Helmet	1100	DP+16	●	●		●		●		
Iron Mask	3500	DP+25	●	●						

Colossus

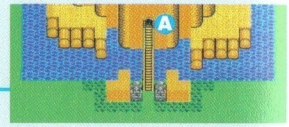
Inn	Floor	TC	Special Items	Level
—	6	5	——	29



Colossus soars high in the south of Riverton. Inside is a cave with complicated paths. You'll see a lever when you get to the top floor. Pull it and the bronze statue will begin to walk, just as the woman in Riverton said. If you exit the tower where the statue stops, you'll be able to go to another part of this continent.

Colossus

OUTSIDE



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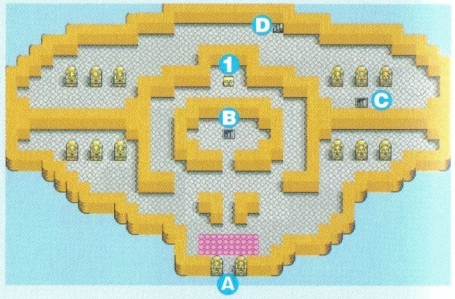
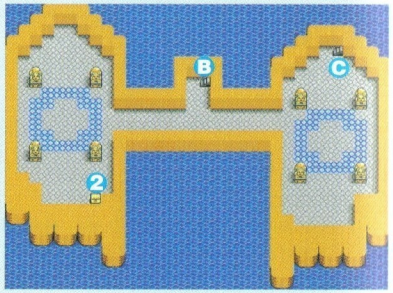




B1

Gossip

It's said that the great ones catch teardrops in their hands. Journey carefully.

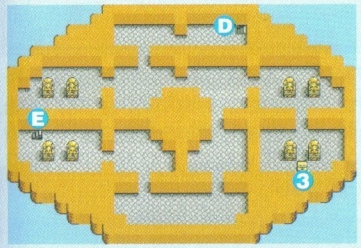
●Treasure Chests

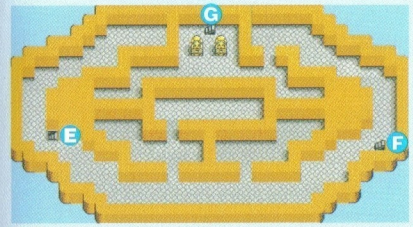
❶Small Medal ❷640 Gold Pieces ❸Agility Seed ❹Mimic ❺Demon Hammer

●MONSTERS

Minidemon (B1~1F)	☞P112
Bebanbar (B1~1F)	☞P108
Rhinoband (B1~3F)	☞P113
Jumbat (B1~3F)	☞P111
Leaonar (B1~3F)	☞P111
Karon (B1~5F)	☞P111
Blizag (B1~5F)	☞P108
Fury Face (2F~5F)	☞P110
Necrodain (4F~5F)	☞P112
Podokesaur (4F~5F)	☞P113
Dragon Rider (4F~5F)	☞P109
Snowjive (4F~5F)	☞P114

2F





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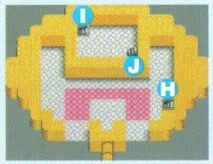

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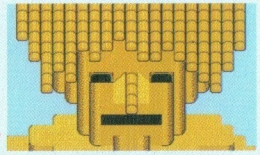
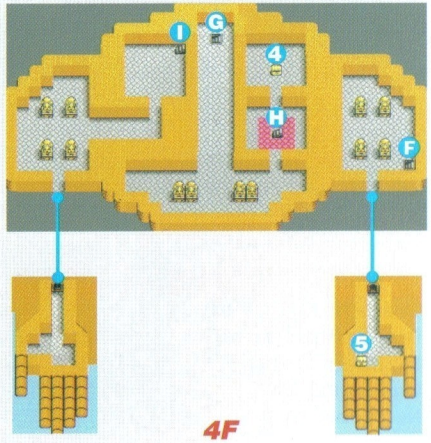


OVERVIEW

6F



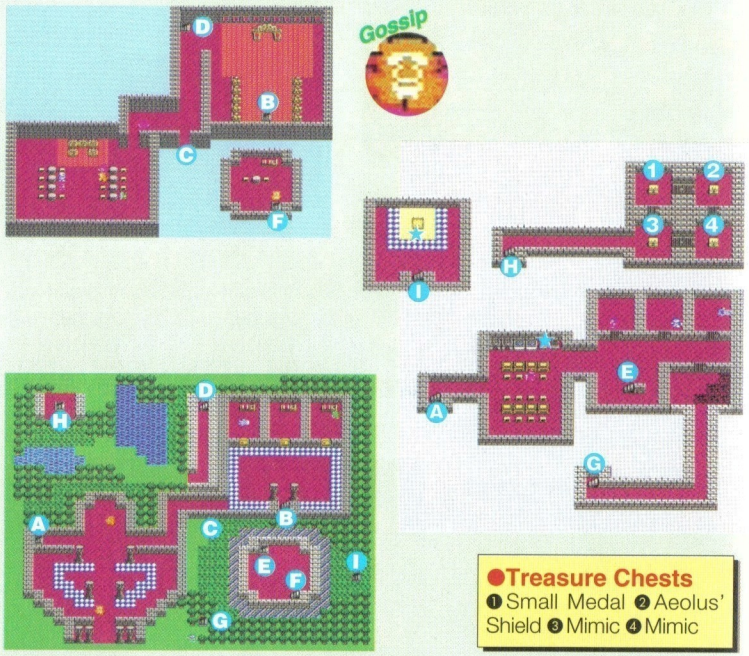
4F

Dire Palace

Inn	Floor	TC	Special Items	Level
—	3	4	——	30

This is a castle inhabited by monsters. If you speak to a monster as he's walking, a fight will start. But, if you change yourself into a monster with the Staff of Transform, you can talk to the monsters in the castle. As you go upstairs, a meeting is about to begin. If you attend the meeting disguised as a monster, Necrosaro will eventually show up.

Dire Palace



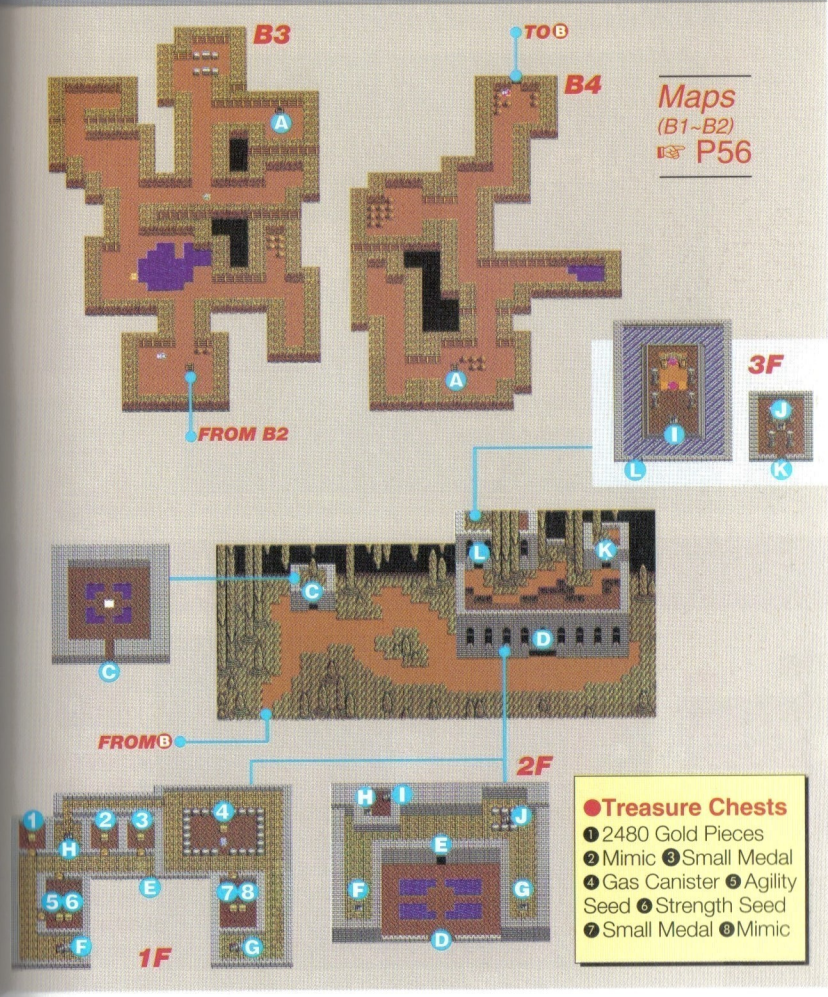
●MONSTERS			
Chaos Hopper (B3~B4)	☞P109	Ryvern P (B4)	☞P113
Dragon Rider (B3~B4)	☞P109	King Healer (B4)	☞P111
Eigerhorn (B3~B4)	☞P109	Bengal (B4)	☞P108
Maskan (B3~B4)	☞P112	Rhinoking (B4)	☞P113
Necrodain (B3~B4)	☞P112	Esturk (B4)	☞P110

Aktemto

Inn	Floor	TC	Special Items	Level
●	4	8	Gas Canister	31

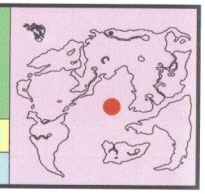
If you chase Necrosaro and other monsters as far as Aktemto you'll be able to go further inside than at the time when Mara and Nara visited there. At last, men have awakened Esturk the Ruler of Evil.

Aktemto Mine



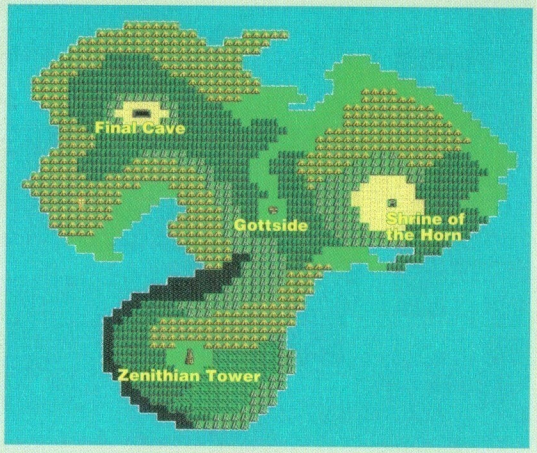
Gottside

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	●	—	●	●	0	1	1	32

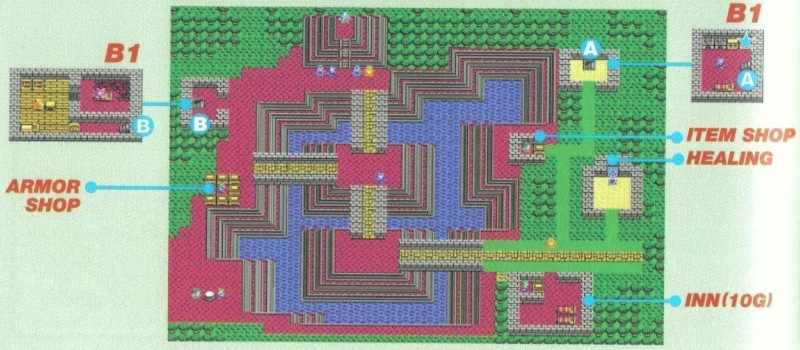


This is the closest town to Zenithia. Listen to the prophets who are gathered here. According to rumor, somewhere in town is someone who has fallen from Zenithia. Locate and speak to him. Don't forget to save all your data at the House of Healing.

Island of Gottside

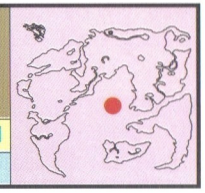


Town of Gottside



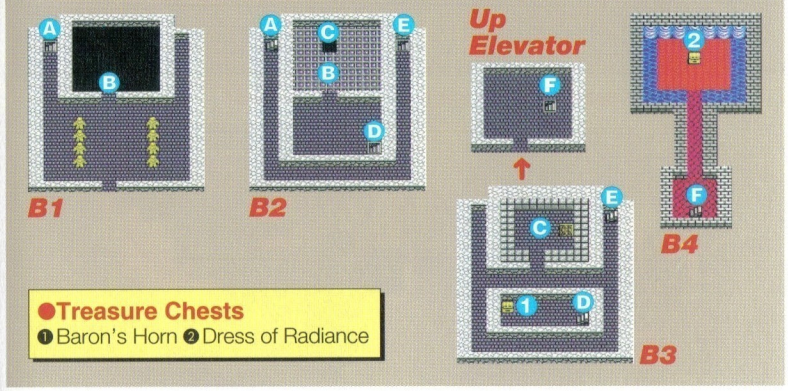
Shrine of the Horn

Inn	Floor	TC	Special Items	Level
—	4	2	Baron's Horn	33



One of the items hidden in this shrine is Baron's Horn. At this point, however, you don't know how the horn works.

Shrine of the Horn



Not everyone who climbs the tower to Zenithia can enter Zenithia.
It's said only those who possess all of the Zenithian weapons and armor can enter....

I hear that somewhere on this island there's a tower leading to Zenithia.

●List of ITEM SHOP

Item name	Price
Medical Herb	8
Antidote Herb	10
Fairy Water	20
Wing of Wyvern	25
Full Moon Herb	30
Scent Pouch	150

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Iron Mask	3500	DP+25	●	●						
Dragon Shield	7100	DP+30	●	●						
Sacred Robe	4400	DP+38				●				●
Dragon Mail	5200	DP+45	●	●						
Swordedge Armor	9800	DP+50	●	●				●		

Elfville

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
●	—	—	●	—	0	0	0	33

The first place you'll arrive when you get the flying vessel is Elfville, which, in fact, is the very place where the treasure is located, as shown on the Treasure Map given you by the old man Howden in Mintos. As you enter there is a large tree right in front of you. The elves say there's someone up in the tree crying for help.

Elfville

Gossip
I think I hear someone calling for help.
They're saying to come up in groups of three....

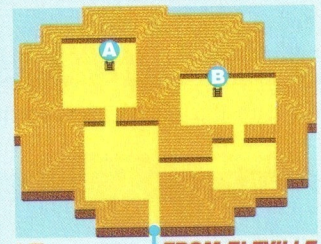
Gossip
This world tree has many leaves.
You will find the leaves very useful.

●List of ARMOR SHOP

Item name	Price	Effects	Hero	Ragn	Alen	Cris	Brey	Talo	Mara	Nara
Shield of Strength	13000	DP+40	●	●		●		●		
Water Flying Clothes	15000	DP+41					●		●	●

One of the elves advised you that this tree must be climbed with three people. First leave the town, then using the TACTICS command convert your group from four to three members, and then begin.

Giant World Tree



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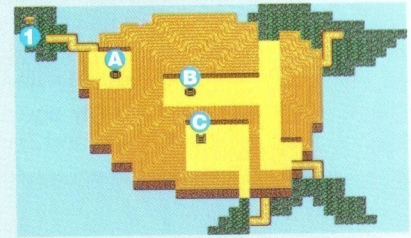

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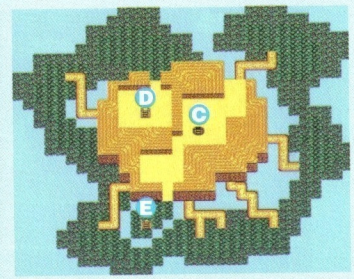

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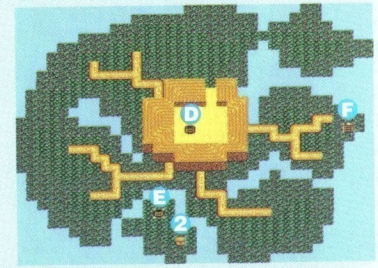

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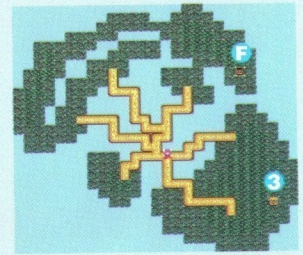


5F

Gossip
I'm Lucia.
I came here to collect the leaves of world trees...
but was attacked by monsters.
They broke my wings.
Would you take me back to Zenithian Castle?

●Treasure Chests

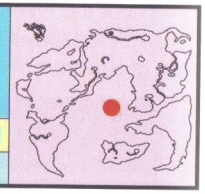
1. Staff of Healing
2. Dew of World Tree
3. Zenithian Sword

●MONSTERS

Eigerhorn (1~4F)	☞P109
Snowjive (1~5F)	☞P114
Chaos Hopper (1~5F)	☞P109
Green Dragon P (1~5F)	☞P110
Red Cyclone (1~5F)	☞P113
Infurnus Sentinel (3~5F)	☞P110
King Healer (5F)	☞P111
Ogre (5F)	☞P112

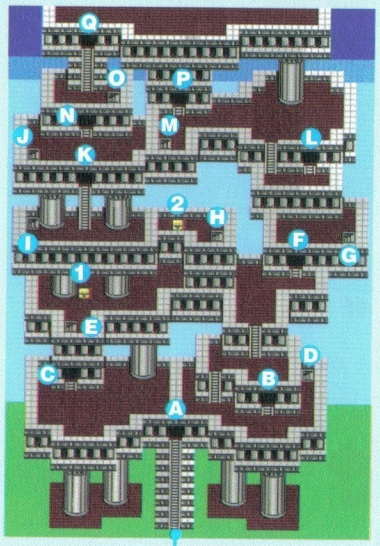
Zenithian Tower

Inn	Floor	TC	Special Items	Level
—	10	5	——	35



The celestial nymph saved by Hero's party at the Giant World Tree is named Lucia. In order to return her to Zenithia, you've got to climb this tower. However, not everyone is able to climb it. The Hero can't climb the tower unless he's completely equipped with the Zenithian Sword, Zenithian Armor, Zenithian Shield and Zenithian Helm.

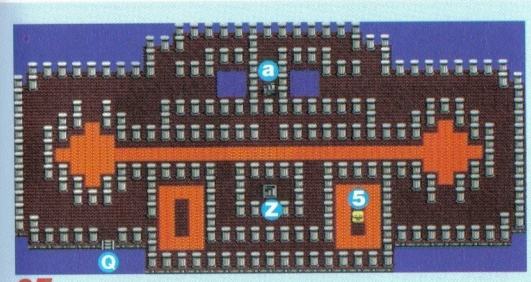
Zenithian Tower

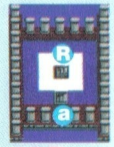


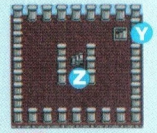
●Treasure Chests

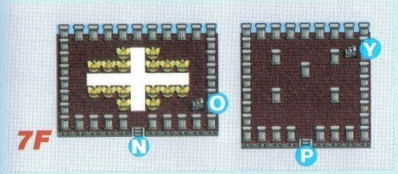
1. Magic Potion
2. Mysterious Bolero
3. Small Medal
4. Mystic Acorns
5. Dragon Shield

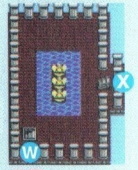
●MONSTERS	
Leaping Maskan (1~3F)	☞P111
Ferocial (1~6F)	☞P110
Noctabat (7~8F)	☞P112
Beastan (1~8F)	☞P108
Master Necrodain (4~8F)	☞P112
Fairy Dragon (7~10F)	☞P110
Pit Viper (4~10F)	☞P112
Rhinoking (7~8F)	☞P113
Flamadog (7~8F)	☞P110
Demighoul (7~10F)	☞P109
Bharack (9~10F)	☞P108

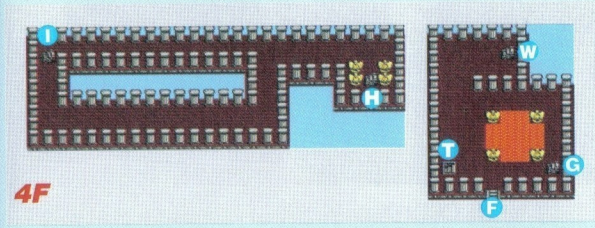


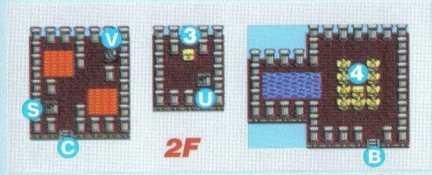


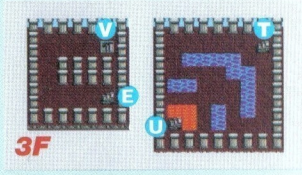


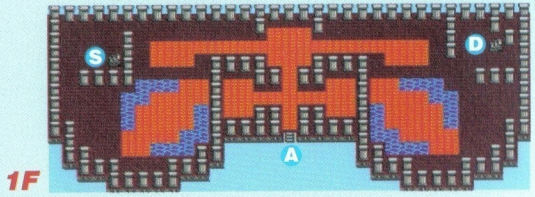






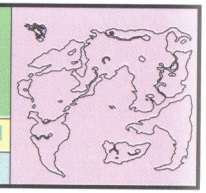






Zenithia

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	●	—	—	—	0	0	0	36



Before entering the castle, put Lucia at the front of the party. This way she will take the lead going into the castle to announce her safe return. After meeting and talking with Master Dragon, go all around the castle and listen to people. You should also be able to see Lucia again.

Zenithian Castle

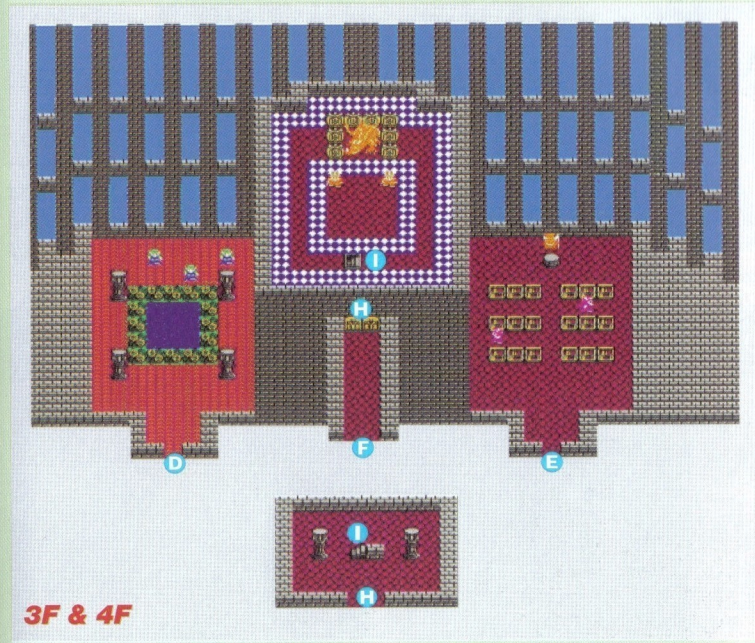
OVER VIEW

TO FINAL CAVE

Gossip: You're embarking on a difficult journey, aren't you? I called your wagon here with the Baron's Horn.

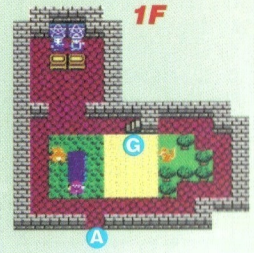
Gossip: It was terrifying! The evil undulation rose from the earth beneath us and then penetrated the clouds.

Gossip: I already know what brought you here. Unfortunately even I cannot stop Necrosaro's ultimate evolution.... I'm not as omnipotent as you might expect. Beneath this Castle is the entrance to the world of darkness.



3F & 4F

Gossip: It's reported that Necrosaro built barriers to protect the Secret of Evolution. To stop him, the barriers must be broken.

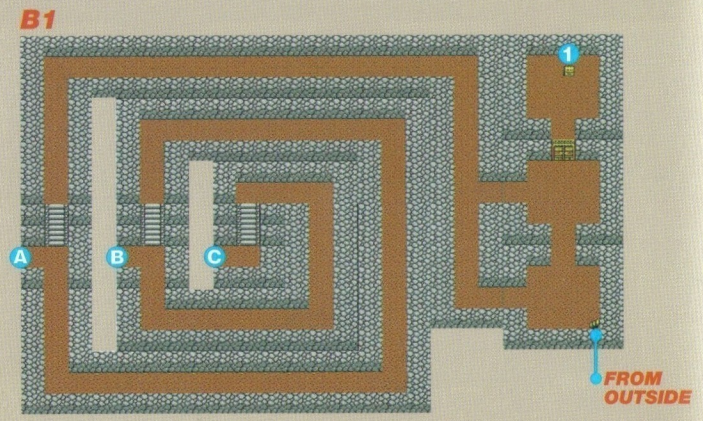


Final Cave

Inn	Floor	TC	Special Items	Level
—	9	13	——	36

There's an opening in the clouds. By falling through it you can enter the Final Cave. This cave leads to the castle where your final and most powerful enemy, Necrosaro, lives. Using the Secret of Evolusion, he has now evolved into a most vicious creature.

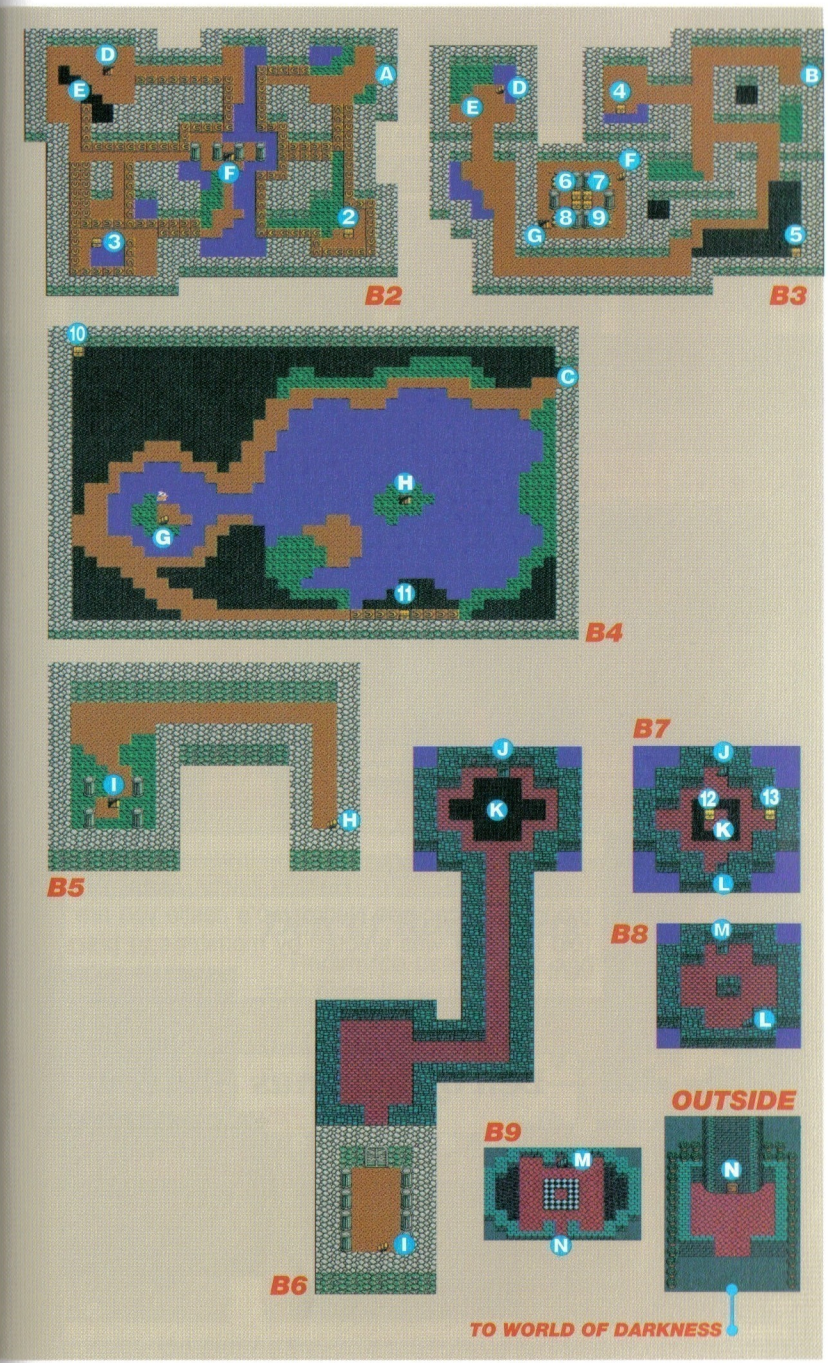
Final Cave



●Treasure Chests

1. Dress of Radiance
2. Small Medal
3. Demon Armor
4. Staff of Jubilation
5. Mimic
6. Lifeforce Nuts
7. 3280 Gold Pieces
8. Agility Seed
9. Strength Seed
10. Lifeforce Nuts
11. Water Flying Clothes
12. Mirror Shield
13. Lifeforce Nuts

●MONSTERS	
Imposter (B1~B2)	☞P110
Bellzabble (B1~B4)	☞P108
Fairy Dragon (B1~B6)	☞P110
Bharack (B1~B9)	☞P108
Demighoul (B1~B9)	☞P109
Ogrebasher (B1~B9)	☞P112
Spite Spirit (B1~B9)	☞P114
Bull Basher (B1~B9)	☞P109
Master Malice (B1~B9)	☞P112
Red Dragon (B2~B9)	☞P113
Big Sloth (B4~B9)	☞P108
Slime (B6~B9)	☞P114
Metal Babble (B6~B9)	☞P112
King Metal (B6~B9)	☞P111

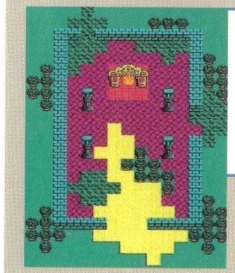


World of Darkness

Inn	Healing	WS	AS	IS	TKD	MKD	FKD	Level
—	—	—	—	—	0	0	0	37

The four dens are located at the four corners of the castle. Go to them one at a time, defeat the monsters, and the barriers will disappear. Every time a barrier disappears you should return at once to the Last Refuge to save your data then challenge the next monster.

World of Darkness



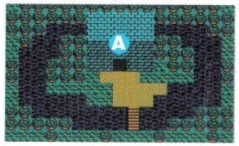
Last Refuge

The last cave the Hero's party visits. Although you can see Necrosaro's castle you are told a barrier was erected by monster's to prevent entry.

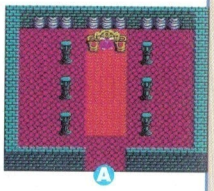
Den of Infurnus Shadow

In addition to powerful magic, the Infurnus Shadow can also severely damage the Hero's party with one attack. Watch your party's HP carefully.

OUTSIDE



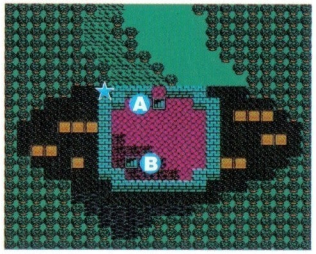
1F



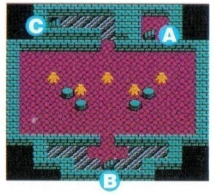
Den of Gigademon

Do not be fooled by this monster's appearance. Although his magic is not powerful, be concerned with his physical strength.

OUTSIDE



B1



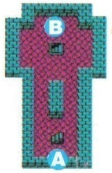
B2

Den of Anderoug

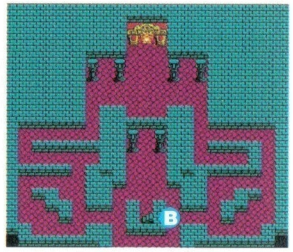
Once the battle begins, watch carefully which enemy your companions attack first. Join your companions attack and defeat each monster one-by-one.

OUTSIDE

B1



B2

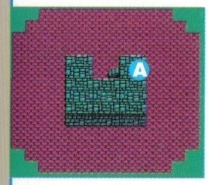


Den of Radimvice

Radimvice uses magic and Demighoul may split himself, depending upon the attack. It's best to first defeat Demighoul, then attack Radimvice.

●Treasure Chests
❶Zombie Mail

OUTSIDE



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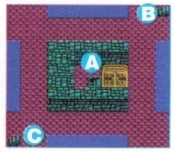
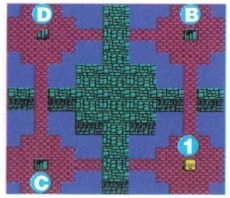
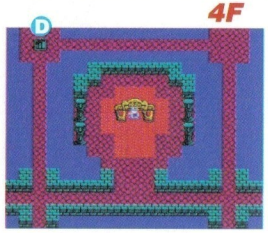


3F



4F



Chapter 5

Palace of Necrosaro

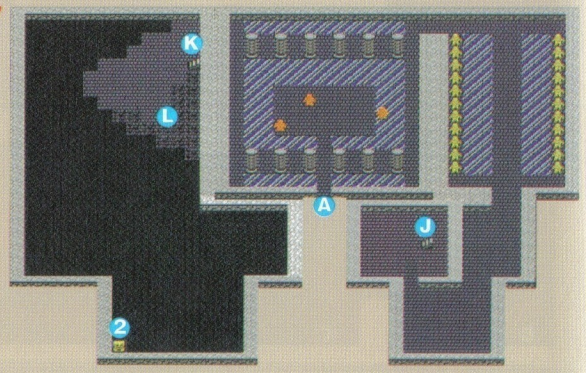
Inn	Floor	TC	Special Items	Level
—	5	4	Sage's Stone	38

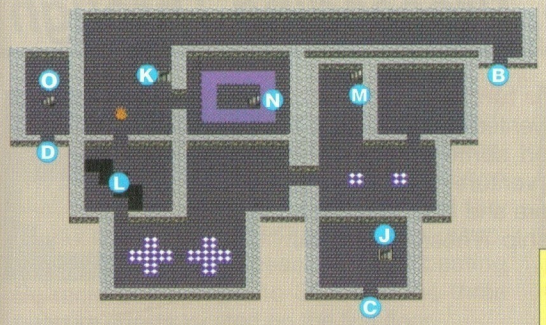
You must travel through the castle. There are many powerful monsters throughout the castle protecting Necrosaro. At first glance, some walls appear normal, but look closely. They may be connected to secret passageways leading to other floors, similar to the type found in the Cave West of Kieves.

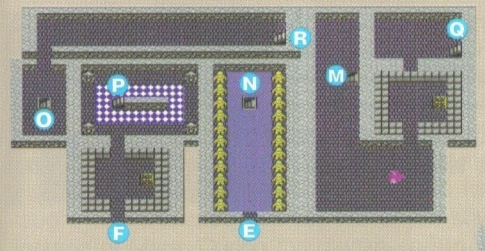
Palace of Necrosaro

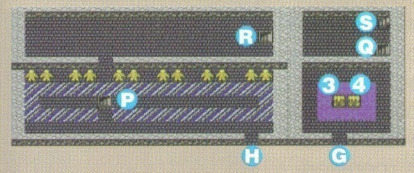
OVER VIEW — TO OUTSIDE

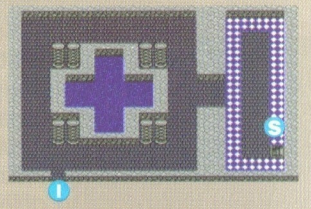
1F











●Treasure Chests

1. Sage's Stone
2. Small Medal
3. Lifeforce Nuts
4. Staff of Thunder

●MONSTERS

Clay Doll (1F)	☞P109	Leaping Maskan (1F~2F)	☞P111
Duke Malisto (1F~5F)	☞P109	Demighoul (1F~5F)	☞P109
Master Malice (1F~5F)	☞P112	Impostor (1F~3F)	☞P110
Ryvernlord (1F~5F)	☞P113	Swinger (1F~5F)	☞P114
Great Ridon (1F~5F)	☞P110	Guardian (1F~5F)	☞P110

Attack Necrosaro!

After exiting the castle, summon the remainder of your party waiting at the front gate. To do this USE the Baron's Horn, you should have given this item to a member of your party before entering the castle.

▲A lofty mountain has appeared

▲Call the wagon with the Baron's Horn

Chapter 5, Proceeding Through

A) Go to Endor via the tunnel

The Hero is just seventeen years old, so it would be best to find some companions before starting his adventure. If he goes to Endor, he will meet Mara and Nara, who have fled from Haville by ship. These sisters will surely join him.

▲The Hero found two companions!

B) Get the wagon

A wagon is necessary to cross the desert. Hector, the wagon owner, has lost faith in people and will not listen to the request of the Hero's party. Hidden in the eastern cave is the cause of his distrust of people. Get the Symbol of Faith in the cave, take it to Hector to persuade him.

▲What happened to him?

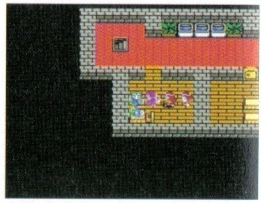
C) Return the light to the lighthouse

Taloon's ship is being built at the port town of Konenber. The Great Lighthouse in the east, however, has been captured by monsters and has lost its light, so ships can't sail out. Go to the Great Lighthouse, where Taloon is said to have gone to defeat the monsters, and conquer them in his place.

▲Let the Hero put the Fire of Serenity here

D) Get Padequia Root to save Cristo from his illness

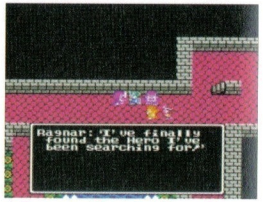
Cristo has been suffering from an illness at the inn in Mintos, and Padequia is needed to cure him. However, Soretta, which used to produce it, no longer does. Since there's still Padequia in the southern cave, retrieve it and give it to the King of Soretta. Then you'll get Padequia Root.



▲Padequia will cure him of his illness

E) Go to Keeleon to defeat Keeleon

As you heard at the inn, you'll meet Ragnar if you go to Keeleon Castle. While he's battling with other soldiers, beat Keeleon — this time without fail. Mara and Nara could not beat him in Chapter 4. After defeating Keeleon, all eight people will be together and a new adventure will begin!



▲Ragnar, the eighth companion!

F) Go to Santeem Castle to defeat Balzack

As the counsel at Keeleon Castle said, Balzack was now Santeem Castle's new king. The power given off by the Secret of Evolution has made him stronger. Fight him and pay careful attention to the HP level of your group, renewing it when necessary. After beating Balzack, don't forget to SEARCH the three treasure chests located on the first floor.

▲He has gotten much stronger

G) Get the Zenithian Helm in Stancia

King Stancia issued a proclamation stating he'll reward whomever can make him laugh. According to what you've heard in the castle, somewhere there's a jester named Panon who might be able to make the king laugh. In Monbaraba you see Panon on stage instead of Mara. During the daytime go to the master's room behind the stage and talk to Panon.

▲Why did he make such a proclamation?

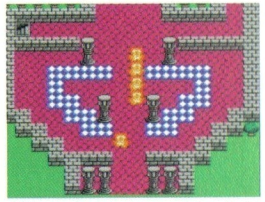
H) Clear up the theft of the Bronze Amulet

In Gardenbur, as you enter the nurse's room, a strange man exits. You will be suspected of having stolen the Bronze Amulet. To clear up this suspicion, try to find the thief who's hiding in the Cave Southeast of Gardenbur. When you capture him, the queen will give you the Final Key as a reward.

▲He is the real thief!

I) Get the Staff of Transform

In the Royal Crypt located southeast of Endor, the Staff of Transform is hidden. After getting this staff, go to Colossus south of Riverton and get inside. If you go up to the top floor and pull the lever, Colossus will begin to walk and you'll be able to reach Dire Palace.



▲Transform yourselves into monsters

J) Attend the monsters' meeting

In Dire Palace, if you transform yourselves into monsters with this staff, you can speak with other monsters. As you go up to the second floor, a monsters' meeting is about to begin.

▲Here comes Necrosaro in front of you

K) Travel by a flying vessel

On your way back from Aktemto, get the Gas Canister from inside a treasure chest. Take it to Riverton and give it to the man in the item shop. With it, he will complete the flying vessel and give it to the Hero's party.

▲The flying vessel is the best means of transportation

L) Get the Zenithian Sword in Elfville

At the top of the Giant World Tree, a girl from Zenithia is troubled because her wings are broken and she's unable to return to Zenithia. Help her, then get the Zenithian Sword from the treasure chest near her.

▲Save this girl from Zenithia

M) Climb Zenithian Tower

In order to gain entry to the Zenithian Tower, the Hero must be equipped with all the Zenithian items. It is best for the Hero to carry another sword besides the Zenithian Sword. The Zenithian Sword becomes effective only after you meet the Master Dragon.

▲He bestows his power on the Zenithian Sword

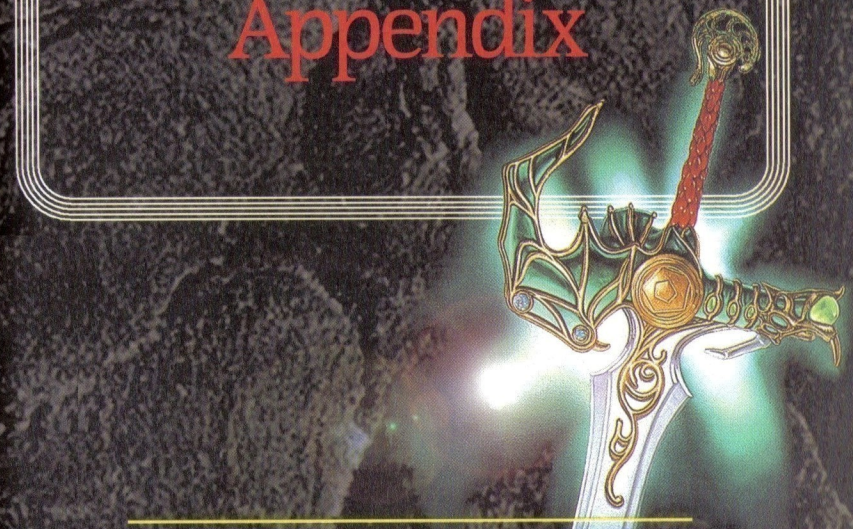
N) Break the four barriers

The Palace of Necrosaro is protected by four barriers. Battle each of the monsters in the four dens surrounding the Palace. Each time a monster is defeated, a barrier will disappear. It is a good idea to save your progress after removing each barrier.

▲Get close to the Flame

▲Has Necrosaro completely evolved?

Appendix



How have you done with your adventure so far? Here is more detailed information focusing on the items, characters and the monsters that appear in this game. We hope this information will help you get to know more about this game and that your adventure will be more enjoyable.

EXP Chart

This chart tells you how many experience points each character needs to go to the next level. You can also check this information by going to House of Healing and select the INFORM command.

Level	Hero	Ragnar	Alena	Cristo	Brey	Taloon	Nara	Mara
1	0	0	0	0	0	0	0	0
2	19	12	16	18	19	10	20	15
3	57	36	46	51	54	30	60	45
4	133	84	102	112	119	70	140	105
5	285	156	186	203	216	130	260	195
6	513	264	312	339	361	220	440	330
7	855	426	501	543	578	355	710	532
8	1368	669	784	849	903	557	1115	835
9	2137	1033	1208	1308	1390	860	1722	1289
10	3290	1579	1844	1996	2120	1314	2632	1970
11	5019	2398	2798	3028	3215	1995	3997	2991
12	7180	3626	4229	4576	4857	3016	6044	4522
13	9881	5161	6017	8602	6909	4292	8602	6435
14	13257	7079	8252	8929	9474	5887	11799	8826
15	17477	9476	11045	11951	12680	7880	15795	11814
16	22224	12472	14536	15728	16187	10371	20790	15549
17	27564	16217	18899	20449	21695	13484	27033	20217
18	33571	20898	23807	25760	27329	17375	34836	25468
19	40328	26749	29328	31734	33667	22238	43614	31375
20	47929	34062	35539	38454	40797	27708	53489	38020
21	56480	42289	42526	46014	48818	33861	64598	45495
22	66099	51544	50386	54519	57841	40783	77095	53904
23	76920	61955	59228	64087	67991	48570	91154	63364
24	89093	73667	69175	74851	79409	57330	106970	74006
25	102787	86843	80365	86960	92254	67185	124763	85978
26	118192	101666	92953	100582	106704	78271	144780	99446
27	135522	118341	107114	115906	122960	90742	167299	114597
28	155018	137110	123045	133145	141248	104771	192632	131641
29	176951	158203	140967	152538	161822	120553	211131	150815
30	201625	181943	161129	174355	184967	138307	253192	172385
31	229383	208650	183811	198899	211005	158280	289260	196651
32	260610	238695	209328	226511	240297	180749	329836	223950
33	295740	272495	238034	257574	273250	206026	375484	254661
34	335261	310520	270328	292519	310322	234462	426838	289210
35	379722	353298	306658	331832	352028	266452	484611	328077
36	429740	401423	347529	376059	398947	302440	549605	371802
37	486010	455563	393508	425814	451730	342926	622723	420992
38	549313	516470	445234	481788	511110	388472	704980	476330
39	620528	584990	503425	544758	577912	439711	797519	538585
40	700644	662075	568889	615599	653064	497354	901625	608621

Appendix

Item Special Usage

Some of the items appearing in this game can be used not only as a weapon or armor, but also as an item in battle.

Here is a list describing the effect each item has when used as an item in battle. To make your adventure more enjoyable, study the list below.

Item Name	Effects
Abacus of Virtue	Same as Expel Spell
Aeolus' Shield	Blow off all monsters (No EXP)
Boomerang	Attack monsters by throwing this
Fire Claw	Same as Firebane Spell
Ice Blade	Same as Snowstorm Spell
Magma Staff	Same as Boom Spell
Metal Babble Shield	Same as FendSpell Spell
Shield of Strength	Same as Healmore Spell
Silver Tarot Cards	See "Silver Tarot Cards' Effects"
Staff of Antimagic	Same as StopSpell Spell
Staff of Healing	Same as Healmore Spell
Staff of Jubilation	Monster smiles instead of attacking
Staff of Punishment	Same as Infermore Spell
Staff of Thunder	Same as Firebane Spell
Sword of Decimation	Lower all monsters' DP
Sword of Lethargy	Same as Sleepmore Spell
Sword of Malice	Same as Firebal Spell
Zenithian Shield	Same as Bounce Spell
Zenithian Sword	Break effects of monster's spell

Silver Tarot Cards' Effects

Item Name	Effects
The Card of Evil	Same as StopSpell Spell
The Card of Justice	Same as Expel Spell
The Card of Perfection	Causes damage to Nara
The Card of Strength	Doubles Nara's AP
The Card of the Moon	Same as Surround Spell
The Card of the Stars	Doubles EXP and Gold pieces
The Card of the Sun	Same as Healusall Spell
The Card of the Terminator	Here comes the Terminator
The Card of the Tower	Causes damage to all teammates

Monster Chart

With this chart, you will know HP, AP(Attack Power) and DP(Defense Power) of most monsters. In addition, you are able to see how many gold pieces and how many experience points you will get after defeating the monsters.

Anderoug	
HP	300
AP	?
DP	?
Gold	300
EXP	1030

Bakor	
HP	1000
AP	?
DP	?
Gold	0
EXP	7400

Bebanbar	
HP	100
AP	120
DP	70
Gold	88
EXP	211

Angel Head	
HP	14
AP	13
DP	13
Gold	11
EXP	7

Balakooda	
HP	120
AP	88
DP	77
Gold	69
EXP	165

Beleth	
HP	125
AP	90
DP	80
Gold	70
EXP	132

Archbison	
HP	90
AP	95
DP	85
Gold	72
EXP	121

Balzack	
HP	?
AP	?
DP	?
Gold	?
EXP	?

Bellzabble	
HP	250
AP	8
DP	0
Gold	123
EXP	605

Armor Scorpion	
HP	40
AP	33
DP	42
Gold	44
EXP	38

Balzack (Chapter 5)	
HP	?
AP	?
DP	?
Gold	?
EXP	?

Bengal	
HP	100
AP	73
DP	32
Gold	62
EXP	115

Arrop	
HP	27
AP	46
DP	36
Gold	16
EXP	47

Bangler	
HP	35
AP	39
DP	30
Gold	30
EXP	48

Bharack	
HP	140
AP	162
DP	75
Gold	172
EXP	473

Babble	
HP	12
AP	11
DP	9
Gold	8
EXP	6

Barrenth	
HP	55
AP	45
DP	30
Gold	68
EXP	70

Big Sloth	
HP	250
AP	135
DP	40
Gold	99
EXP	589

Baby Salamand	
HP	40
AP	42
DP	36
Gold	58
EXP	59

Beastan	
HP	178
AP	125
DP	73
Gold	81
EXP	540

Bisonbear	
HP	80
AP	60
DP	45
Gold	49
EXP	89

Bisonhawk	
HP	52
AP	43
DP	55
Gold	39
EXP	49

Chaos Hopper	
HP	90
AP	109
DP	40
Gold	99
EXP	261

Demon Toadstool	
HP	19
AP	19
DP	15
Gold	15
EXP	6

Blazeghost	
HP	12
AP	11
DP	12
Gold	16
EXP	6

Chillanodon	
HP	85
AP	66
DP	40
Gold	33
EXP	104

Demonite	
HP	40
AP	55
DP	33
Gold	75
EXP	80

Blizag	
HP	85
AP	50
DP	40
Gold	100
EXP	286

Clay Doll	
HP	400
AP	142
DP	140
Gold	15
EXP	693

Diverat	
HP	14
AP	11
DP	2
Gold	7
EXP	3

Bomb Crag	
HP	300
AP	0
DP	0
Gold	40
EXP	150

Conjurer	
HP	38
AP	40
DP	49
Gold	31
EXP	70

Doolsnake	
HP	130
AP	85
DP	63
Gold	124
EXP	170

Brahmird	
HP	20
AP	22
DP	12
Gold	17
EXP	7

Crested Viper	
HP	31
AP	31
DP	28
Gold	25
EXP	18

Dragon Rider	
HP	141
AP	115
DP	87
Gold	108
EXP	351

Bull Basher	
HP	250
AP	178
DP	132
Gold	205
EXP	870

Curer	
HP	60
AP	60
DP	50
Gold	43
EXP	68

Dragonit	
HP	105
AP	84
DP	110
Gold	100
EXP	180

Butterfly Dragon	
HP	47
AP	36
DP	20
Gold	60
EXP	38

Dark Doriard	
HP	28
AP	28
DP	38
Gold	30
EXP	25

Dragonpup	
HP	67
AP	64
DP	40
Gold	50
EXP	96

Carnivore Plant	
HP	17
AP	21
DP	16
Gold	18
EXP	7

Demighoul	
HP	134
AP	155
DP	35
Gold	63
EXP	558

Ducksbill	
HP	22
AP	25
DP	18
Gold	10
EXP	14

Chameleon Humanoid	
HP	40
AP	28
DP	28
Gold	60
EXP	136

Demon Stump	
HP	21
AP	18
DP	8
Gold	13
EXP	7

Duke Malisto	
HP	200
AP	?
DP	?
Gold	226
EXP	921

Eigerhorn

HP	250
AP	123
DP	98
Gold	122
EXP	387

Elefrover

HP	28
AP	22
DP	16
Gold	18
EXP	14

Elerat

HP	11
AP	11
DP	6
Gold	5
EXP	3

Esturk

HP	?
AP	?
DP	?
Gold	?
EXP	?

Fairy Dragon

HP	123
AP	127
DP	145
Gold	390
EXP	655

Ferocial

HP	200
AP	110
DP	90
Gold	92
EXP	447

Flamadog

HP	165
AP	170
DP	90
Gold	205
EXP	585

Flamer

HP	75
AP	70
DP	75
Gold	52
EXP	110

Flythrope

HP	34
AP	31
DP	34
Gold	47
EXP	35

Fury Face

HP	130
AP	108
DP	76
Gold	186
EXP	225

Garcoil Rooster

HP	52
AP	47
DP	40
Gold	51
EXP	50

Giant Bantam

HP	31
AP	28
DP	22
Gold	9
EXP	20

Giant Eyeball

HP	42
AP	29
DP	32
Gold	40
EXP	27

Giant Worm

HP	11
AP	10
DP	6
Gold	6
EXP	3

Gigademon

HP	1023
AP	?
DP	?
Gold	250
EXP	4100

Great Ohrus

HP	120
AP	112
DP	75
Gold	54
EXP	128

Great Ridon

HP	300
AP	?
DP	?
Gold	20
EXP	1678

Green Dragon

HP	80
AP	136
DP	90
Gold	132
EXP	405

Grislysaber

HP	29
AP	35
DP	30
Gold	46
EXP	30

Guardian

HP	300
AP	?
DP	?
Gold	169
EXP	1040

Guzzle Ray

HP	40
AP	50
DP	45
Gold	24
EXP	70

Hambalba

HP	90
AP	109
DP	79
Gold	76
EXP	144

Healer

HP	16
AP	13
DP	8
Gold	11
EXP	7

Hemasword

HP	114
AP	89
DP	68
Gold	80
EXP	180

Hun

HP	70
AP	?
DP	?
Gold	0
EXP	0

Iceloth

HP	75
AP	65
DP	35
Gold	38
EXP	85

Impostor

HP	153
AP	104
DP	122
Gold	316
EXP	582

Infurnus Beetle

HP	20
AP	27
DP	29
Gold	21
EXP	16

Infurnus Knight

HP	950
AP	?
DP	?
Gold	0
EXP	5500

Infurnus Sentinel

HP	58
AP	63
DP	63
Gold	76
EXP	77

Infurnus Shadow

HP	250
AP	130
DP	116
Gold	73
EXP	585

Jumbat

HP	113
AP	92
DP	82
Gold	84
EXP	172

Karon

HP	110
AP	83
DP	75
Gold	91
EXP	234

Kaskos Hopper

HP	8
AP	8
DP	5
Gold	2
EXP	1

Keeleon

HP	400
AP	140
DP	80
Gold	0
EXP	5100

King Healer

HP	150
AP	90
DP	25
Gold	300
EXP	384

King Metal

HP	7
AP	140
DP	1023
Gold	20
EXP	30010

King Slime

HP	150
AP	40
DP	24
Gold	150
EXP	100

Kordra

HP	32
AP	30
DP	33
Gold	39
EXP	25

Lava Doll

HP	15
AP	17
DP	15
Gold	17
EXP	12

Leaonar

HP	150
AP	94
DP	80
Gold	119
EXP	224

Leaping Maskan

HP	150
AP	142
DP	60
Gold	52
EXP	485

Lethal Armor

HP	64
AP	80
DP	75
Gold	58
EXP	120

Lethal Gopher

HP	16
AP	19
DP	15
Gold	10
EXP	9

Liclick

HP	43
AP	32
DP	30
Gold	61
EXP	28

Lighthouse Bengal

HP	70
AP	60
DP	83
Gold	350
EXP	2000

Lilypa

HP	21
AP	26
DP	20
Gold	15
EXP	13

Linguar

HP	?
AP	?
DP	?
Gold	?
EXP	?

Mad Clown

HP	36
AP	31
DP	43
Gold	52
EXP	27

Maelstrom

HP	100
AP	74
DP	120
Gold	84
EXP	180

Mage Toadstool

HP	43
AP	40
DP	53
Gold	30
EXP	45

Magemonja

HP	25
AP	30
DP	30
Gold	30
EXP	18

Man O'War

HP	40
AP	35
DP	15
Gold	12
EXP	35

Man-Eater Chest

HP	100
AP	140
DP	55
Gold	25
EXP	150

Mandrake	
HP	30
AP	44
DP	34
Gold	17
EXP	26

Mantam	
HP	85
AP	81
DP	80
Gold	40
EXP	108

Maskan	
HP	91
AP	84
DP	79
Gold	102
EXP	290

Master Malice	
HP	1023
AP	162
DP	160
Gold	112
EXP	1232

Master Necrodain	
HP	146
AP	127
DP	95
Gold	139
EXP	702

Metal Babble	
HP	5
AP	65
DP	1023
Gold	10
EXP	10050

Metal Scorpion	
HP	42
AP	50
DP	50
Gold	38
EXP	59

Metal Slime	
HP	4
AP	20
DP	1023
Gold	5
EXP	1350

Mighty Healer	
HP	140
AP	90
DP	80
Gold	55
EXP	162

Mimic	
HP	190
AP	90
DP	72
Gold	48
EXP	350

Minidemon	
HP	95
AP	103
DP	62
Gold	43
EXP	193

Minon	
HP	16
AP	8
DP	22
Gold	20
EXP	7

Monjar	
HP	10
AP	10
DP	6
Gold	8
EXP	3

Mystic Doll	
HP	40
AP	42
DP	40
Gold	300
EXP	37

Necrodain	
HP	130
AP	140
DP	85
Gold	50
EXP	315

Necrosaro	
HP	?
AP	?
DP	?
Gold	?
EXP	?

Noctabat	
HP	220
AP	143
DP	127
Gold	144
EXP	495

Ogre	
HP	210
AP	143
DP	40
Gold	65
EXP	391

Ogrebasher	
HP	930
AP	?
DP	?
Gold	137
EXP	1023

Orc	
HP	33
AP	30
DP	24
Gold	36
EXP	18

Ouphnest	
HP	25
AP	60
DP	130
Gold	10
EXP	80

Ozwarg	
HP	33
AP	17
DP	24
Gold	20
EXP	18

Phantom Knight	
HP	80
AP	82
DP	59
Gold	47
EXP	106

Phantom Messenger	
HP	100
AP	54
DP	30
Gold	54
EXP	200

Pit Viper	
HP	200
AP	147
DP	80
Gold	95
EXP	563

Pixie	
HP	29
AP	26
DP	22
Gold	20
EXP	16

Plesiodon	
HP	380
AP	125
DP	50
Gold	57
EXP	135

Plesiosaur	
HP	48
AP	42
DP	33
Gold	38
EXP	65

Podokesaur	
HP	114
AP	98
DP	40
Gold	81
EXP	270

Poison Arrop	
HP	17
AP	21
DP	18
Gold	16
EXP	18

Poison Lizard	
HP	34
AP	35
DP	32
Gold	21
EXP	18

Prank Gopher	
HP	10
AP	10
DP	6
Gold	4
EXP	2

Pteranodon	
HP	41
AP	28
DP	24
Gold	50
EXP	36

Rabidhound	
HP	23
AP	19
DP	18
Gold	20
EXP	7

Radimvice	
HP	820
AP	?
DP	?
Gold	0
EXP	6300

Raygarth	
HP	98
AP	110
DP	70
Gold	100
EXP	221

Razor Wind	
HP	41
AP	29
DP	31
Gold	34
EXP	32

Red Cyclone	
HP	80
AP	152
DP	55
Gold	128
EXP	403

Red Dragon	
HP	167
AP	183
DP	90
Gold	215
EXP	703

Red Slime	
HP	10
AP	9
DP	5
Gold	5
EXP	2

Rhinoband	
HP	142
AP	120
DP	150
Gold	68
EXP	245

Rhinoking	
HP	220
AP	200
DP	160
Gold	150
EXP	855

Rhinothrope	
HP	70
AP	88
DP	100
Gold	39
EXP	126

Rogue Knight	
HP	54
AP	45
DP	43
Gold	49
EXP	55

Rogue Wisper	
HP	40
AP	20
DP	40
Gold	28
EXP	20

Roric	
HP	90
AP	?
DP	?
Gold	0
EXP	0

Runamok Albacore	
HP	47
AP	6
DP	20
Gold	33
EXP	75

Ryvern	
HP	120
AP	134
DP	90
Gold	116
EXP	393

Ryvernlord	
HP	400
AP	?
DP	?
Gold	254
EXP	786

Sampson	
HP	90
AP	?
DP	?
Gold	0
EXP	0

Sand Master	
HP	30
AP	30
DP	3
Gold	27
EXP	22

Saro's Shadow	
HP	250
AP	52
DP	36
Gold	60
EXP	73

Saroknight	
HP	800
AP	165
DP	155
Gold	0
EXP	6800

Savnuck	
HP	80
AP	80
DP	55
Gold	31
EXP	125

Sealthrope	
HP	150
AP	55
DP	25
Gold	55
EXP	98

Spite Spirit	
HP	250
AP	?
DP	?
Gold	247
EXP	965

Vampdog	
HP	6
AP	40
DP	41
Gold	24
EXP	36

Sizarmage	
HP	17
AP	16
DP	10
Gold	13
EXP	11

Stag Beetle	
HP	9
AP	9
DP	5
Gold	4
EXP	1

Vampire Bat	
HP	25
AP	25
DP	22
Gold	23
EXP	11

Skeleton	
HP	52
AP	49
DP	45
Gold	54
EXP	53

Swinger	
HP	380
AP	220
DP	90
Gold	53
EXP	1094

Viceter	
HP	35
AP	38
DP	28
Gold	18
EXP	43

Skullknight	
HP	180
AP	110
DP	65
Gold	82
EXP	216

Tentagor	
HP	300
AP	75
DP	30
Gold	98
EXP	208

Vileplant	
HP	37
AP	39
DP	40
Gold	34
EXP	40

Slime	
HP	8
AP	9
DP	5
Gold	2
EXP	1

Thevro	
HP	25
AP	21
DP	31
Gold	25
EXP	15

Vivian	
HP	90
AP	?
DP	?
Gold	0
EXP	0

Slime	
HP	40
AP	0
DP	30
Gold	1
EXP	3

Tricksy Urchin	
HP	35
AP	37
DP	30
Gold	20
EXP	450

Weretiger	
HP	50
AP	58
DP	44
Gold	50
EXP	30

Snowjive	
HP	90
AP	70
DP	78
Gold	151
EXP	261

Troglodyte	
HP	13
AP	13
DP	8
Gold	10
EXP	4

Wilymage	
HP	130
AP	132
DP	83
Gold	146
EXP	477

Somnabeetle	
HP	23
AP	24
DP	18
Gold	15
EXP	12

Tyranobat	
HP	98
AP	115
DP	72
Gold	74
EXP	187

Xemime	
HP	20
AP	20
DP	17
Gold	28
EXP	15

Spectet	
HP	35
AP	30
DP	30
Gold	62
EXP	31

Tyranosaur	
HP	90
AP	85
DP	75
Gold	45
EXP	116

Zappersaber	
HP	30
AP	40
DP	30
Gold	18
EXP	25

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DRAGON WARRIOR IV™

WORLD MAP

SPELL CHART

*Use when:B=In the battle/C=In command

Hero

Level	Spell name	Use when	Affects	MP	Description
1	Expel	B	1 Group	3	Expel monsters
3	Blaze	B	1 Monster	2	Approx. 10 points of fire damage
5	Healmore	B/C	1 Person	5	Cure approx. 85 HP
7	Return	B/C	Party	8	Return to visited site
9	Firebal	B	1 Group	4	20 points of lightning damage
11	Repel	C	Party	8	Keeps weaker monsters away
13	Outside	C	Party	8	Escape from tower or cave
15	Sleepmore	B	1 Monster	3	Monster may fall in deep sleep
17	Awake	B	Party	2	Awake all members
19	FendSpell	B	1 Person	2	Protection from all magic
21	Ironize	B	Party	2	Protection from all effects on fixed time
23	Boom	B	All Monsters	8	Approx. 60 points of explosion damage
25	Zap	B	1 Monster	4	More than 80 points of lightning damage
27	Healall	B/C	1 Person	7	Cure to full HP
28	Vivify	B/C	1 Person	12	Restore life
30	Transform	B	Caster	5	Transform to other beings
32	Healusall	B	Party	36	Cure to full HP of Party
34	Lightning	B	All Monsters	15	Approx. 200 points of lightning damage
37	Thordain	B	1 Monster	15	More than 330 points of lightning damage
39	Chance	B	???	20	Approx. 30 patterns of fantastical effects

Cristo

Level	Spell name	Use when	Affects	MP	Description
1	Heal	B/C	1 Person	3	Cure 30-40 HP
4	Upper	B	1 Person	3	Increase DEFENSE POWER
6	Surround	B	1 Group	4	Surround monsters
8	Antidote	C	1 Person	2	Cure Poison
12	StopSpell	B	1 Group	3	Stop the monster's spells
14	Increase	B	Party	4	Increase DEFENSE POWER
16	Healmore	B/C	1 Person	5	Cure approx. 85 HP
18	Beat	B	1 Monster	4	May kill monster
21	Vivify	B/C	1 Person	12	Restore life
24	Defeat	B	1 Group	7	May kill monsters
27	Healall	B/C	1 Person	7	Cure to full HP
30	Healus	B/C	Party	18	Cure approx. 85 HP of Party
33	Revive	B/C	1 Person	20	Ressurect

Brey

Level	Spell name	Use when	Affects	MP	Description
1	IceBolt	B	1 Monster	2	Suffer 13 points of cold damage
3	Sap	B	1 Monster	3	Lower DEFENSE POWER
7	Outside	C	Party	8	Escape from tower or cave
8	Bounce	B	Caster	4	Protection magic
9	Return	B/C	Party	8	Return to visited site
11	Snowstorm	B	1 Group	5	Approx. 40 points of cold damage
14	SpeedUp	B	Party	3	Increase AGILITY
17	Day-Night	C	Time	12	Change time: day and night
19	Bikill	B	1 Person	6	Doubles the ATTACK POWER
21	Defence	B	1 Group	4	Lower DEFENSE POWER(low effect as Sap)
23	X-Ray	C	1 Treasure Chest	3	Check treasure chest
25	RobMagic	B	1 Monster	0	Rob MP from monster
27	IceSpears	B	All Monsters	8	Approx. 70 points of cold damage
30	Chaos	B	1 Monster	5	Confuse monster
32	Blizzard	B	1 Group	11	Approx. 100 points of cold damage

Mara

Level	Spell name	Use when	Affects	MP	Description
1	Blaze	B	1 Monster	2	Approx. 10 points of fire damage
3	Sap	B	1 Monster	3	Lower DEFENSE POWER
7	Firebal	B	1 Group	4	20 points of lightning damage
8	Return	C	Party	8	Return to visited site
9	Outside	C	Party	8	Escape from tower or cave
11	Bang	B	All Monsters	5	Approx. 20 points of explosion damage
14	Firebane	B	1 Group	6	Approx. 35 points of fire damage
16	RobMagic	B	1 Monster	0	Rob MP from monster
19	Blazemore	B	1 Monster	4	Approx. 80 points of fire damage
21	StepGuard	C	Party	2	Pass the designed barriers
23	Boom	B	All Monsters	8	Approx. 60 points of explosion damage
27	Firevolt	B	1 Group	10	More than 100 points of fire damage
30	BeDragon	B	Caster	18	Transform to the Dragon
33	Blazemost	B	1 Monster	10	Approx. 180 points of fire damage
36	Explodet	B	All Monsters	15	Approx. 140 points of explosion damage

Nara

Level	Spell name	Use when	Affects	MP	Description
1	Heal	B/C	1 Person	3	Cure 30-40 HP
5	Sleep	B	1 Group	3	Monsters may fall asleep
8	Infernos	B	1 Group	2	Approx. 15 points of vacuum damage
10	NumbOff	B/C	Party	2	Cure Paralysis
13	Healmore	B/C	1 Person	5	Cure approx. 85 HP
16	Sleepmore	B	1 Monster	3	Monster may fall in deep sleep
20	Vivify	B/C	1 Person	12	Restore life
23	Infermore	B	1 Group	4	Approx. 35 points of vacuum damage
26	Healall	B/C	1 Person	7	Cure to full HP
29	Barrier	B	Party	6	Barrier from fire and snow damage
32	Infermost	B	1 Group	8	60-130 points of vacuum damage
35	Farewell	B	Party	All	Ressurect Party, all but the caster

WEAPONS AND ARMOR UPGRADE CHART

*Effects:AP=ATTACK POWER/DP=DEFENSE POWER

Hero

WEAPON

Cypress Stick	AP+2
Club	AP+7
Copper Sword	AP+12
Thorn Whip	AP+14
Boomerang	AP+18
Chain Sickle	AP+20
Iron Spear	AP+28
Broad Sword	AP+40
Sword of Malice	AP+45
Battle Axe	AP+50
Sword of Lethargy	AP+60
Ice Blade	AP+75
Dragon Killer	AP+90
Sword of Miracles	AP+100
Metal Babble Sword	AP+130
Zenithian Sword	AP+65

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Silk Robe	DP+10
Leather Armor	DP+12
Leather Dress(Female Only)	DP+14
Chain Mail	DP+18
Fur Coat	DP+22
Bronze Armor	DP+25
Half Plate Armor	DP+30
Full Plate Armor	DP+35
Pink Leotard(Female Only)	DP+40
Dragon Mail	DP+45
Dress of Radiance	DP+45
Swordedge Armor	DP+50
Metal Babble Armor	DP+95
Zenithian Armor	DP+70

SHIELD

Leather Shield	DP+4
Scale Shield	DP+7
Iron Shield	DP+12
Dragon Shield	DP+30
Shield of Strength	DP+40
Aeolus' Shield	DP+50
Mirror Shield	DP+45
Zenithian Shield	DP+55

HELMET

Leather Hat	DP+2
Wooden Hat	DP+6
Golden Barrette(Female Only)	DP+12
Iron Helmet	DP+16
Iron Mask	DP+25
Metal Babble Helm	DP+50
Zenithian Helm	DP+30

Ragnar

WEAPON

Cypress Stick	AP+2
Club	AP+7
Copper Sword	AP+12
Thorn Whip	AP+14
Boomerang	AP+18
Chain Sickle	AP+20
Iron Spear	AP+28
Morning Star	AP+33
Broad Sword	AP+40
Sword of Malice	AP+45
Battle Axe	AP+50
Sword of Lethargy	AP+60
Ice Blade	AP+75
Dragon Killer	AP+90
Sword of Miracles	AP+100
Metal Babble Sword	AP+130

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Leather Armor	DP+12
Chain Mail	DP+18
Fur Coat	DP+22
Bronze Armor	DP+25
Half Plate Armor	DP+30
Full Plate Armor	DP+35
Dragon Mail	DP+45
Swordedge Armor	DP+50
Metal Babble Armor	DP+95

SHIELD

Leather Shield	DP+4
Scale Shield	DP+7
Iron Shield	DP+12
Dragon Shield	DP+30
Shield of Strength	DP+40
Aeolus' Shield	DP+50
Mirror Shield	DP+45

HELMET

Leather Hat	DP+2
Wooden Hat	DP+6
Iron Helmet	DP+16
Iron Mask	DP+25
Metal Babble Helm	DP+50

Alena

WEAPON

Club	AP+7
Thorn Whip	AP+14
Boomerang	AP+18
Chain Sickle	AP+20
Stilleto Earrings	AP+5
Iron Claw	AP+38
Fire Claw	AP+60

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Dancer's Costume	DP+8
Silk Robe	DP+10
Leather Armor	DP+12
Leather Dress	DP+14
Chain Mail	DP+18
Fur Coat	DP+22
Cloak of Evasion	DP+28
Robe of Serenity	DP+33
Pink Leotard	DP+40
Dress of Radiance	DP+45

HELMET

Leather Hat	DP+2
Wooden Hat	DP+6
Feather Hat	DP+8
Golden Barrette	DP+12

Cristo

WEAPON

Cypress Stick	AP+2
Club	AP+7
Copper Sword	AP+12
Thorn Whip	AP+14
Boomerang	AP+18
Chain Sickle	AP+20
Staff of Healing	AP+5
Iron Spear	AP+28
Morning Star	AP+33
Staff of Jubilation	AP+33
Staff of Punishment	AP+35
Staff of Antimagic	AP+50
Staff of Force	AP+55
Magma Staff	AP+63
Sword of Miracles	AP+100
Metal Babble Sword	AP+130

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Leather Armor	DP+12
Chain Mail	DP+18
Fur Coat	DP+22
Bronze Armor	DP+25
Half Plate Armor	DP+30
Robe of Serenity	DP+33
Mysterious Bolero	DP+37
Sacred Robe	DP+38
Metal Babble Armor	DP+95

SHIELD

Leather Shield	DP+4
Scale Shield	DP+7
Iron Shield	DP+12
Shield of Strength	DP+40
Metal Babble Shield	DP+60
Mirror Shield	DP+45

HELMET

Leather Hat	DP+2
Wooden Hat	DP+6
Hat of Happiness	DP+15
Iron Helmet	DP+16
Metal Babble Helm	DP+50

Brey

WEAPON

Cypress Stick	AP+2
Boomerang	AP+18
Poison Needle	AP+0
Staff of Healing	AP+5
Venomous Dagger	AP+24
Staff of Jubilation	AP+33
Staff of Antimagic	AP+50
Staff of Force	AP+55
Magma Staff	AP+63
Staff of Thunder	AP+29

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Leather Armor	DP+12
Cloak of Evasion	DP+28
Robe of Serenity	DP+33
Mysterious Bolero	DP+37
Water Flying Clothes	DP+41

SHIELD

Leather Shield	DP+4
Scale Shield	DP+7
Metal Babble Shield	DP+60

HELMET

Leather Hat	DP+2
Hat of Happiness	DP+15

Taloon

WEAPON

Cypress Stick	AP+2
Club	AP+7
Copper Sword	AP+12
Thorn Whip	AP+14
Boomerang	AP+18
Chain Sickle	AP+20
Iron Spear	AP+28
Venomous Dagger	AP+24
Abacus of Virtue	AP+35
Sword of Malice	AP+45
Sword of Miracles	AP+100
Metal Babble Sword	AP+130

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Leather Armor	DP+12
Chain Mail	DP+18
Fur Coat	DP+22
Bronze Armor	DP+25
Iron Apron	DP+32
Robe of Serenity	DP+33
Swordedge Armor	DP+50
Metal Babble Armor	DP+95

SHIELD

Leather Shield	DP+4
Scale Shield	DP+7
Iron Shield	DP+12
Shield of Strength	DP+40

HELMET

Leather Hat	DP+2
Wooden Hat	DP+6
Iron Helmet	DP+16
Metal Babble Helm	DP+50

Mara

WEAPON

Cypress Stick	AP+2
Thorn Whip	AP+14
Boomerang	AP+18
Poison Needle	AP+0
Stilleto Earrings	AP+5
Iron Fan	AP+22
Venomous Dagger	AP+24
Staff of Jubilation	AP+33
Staff of Antimagic	AP+50
Staff of Force	AP+55
Magma Staff	AP+63
Staff of Thunder	AP+29

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Dancer's Costume	DP+8
Silk Robe	DP+10
Leather Dress	DP+14
Fur Coat	DP+22
Cloak of Evasion	DP+28
Robe of Serenity	DP+33
Mysterious Bolero	DP+37
Pink Leotard	DP+40
Water Flying Clothes	DP+41
Dress of Radiance	DP+45

SHIELD

Metal Babble Shield	DP+60

HELMET

Leather Hat	DP+2
Feather Hat	DP+8
Golden Barrette	DP+12
Hat of Happiness	DP+15

Nara

WEAPON

Cypress Stick	AP+2
Club	AP+7
Copper Sword	AP+12
Thorn Whip	AP+14
Boomerang	AP+18
Chain Sickle	AP+20
Stilleto Earrings	AP+5
Staff of Healing	AP+5
Silver Tarot Cards	AP+21
Venomous Dagger	AP+24
Morning Star	AP+33
Staff of Jubilation	AP+33
Staff of Punishment	AP+35
Staff of Antimagic	AP+50
Staff of Force	AP+55
Magma Staff	AP+63
Metal Babble Sword	AP+130

ARMOR

Basic Clothes	DP+4
Wayfarer's Clothes	DP+7
Silk Robe	DP+10
Leather Dress	DP+14
Fur Coat	DP+22
Bronze Armor	DP+25
Half Plate Armor	DP+30
Robe of Serenity	DP+33
Mysterious Bolero	DP+37
Sacred Robe	DP+38
Pink Leotard	DP+40
Water Flying Clothes	DP+41
Dress of Radiance	DP+45
Metal Babble Armor	DP+95

SHIELD

Leather Shield	DP+4
Scale Shield	DP+7
Iron Shield	DP+12
Metal Babble Shield	DP+60

HELMET

Leather Hat	DP+2
Wooden Hat	DP+6
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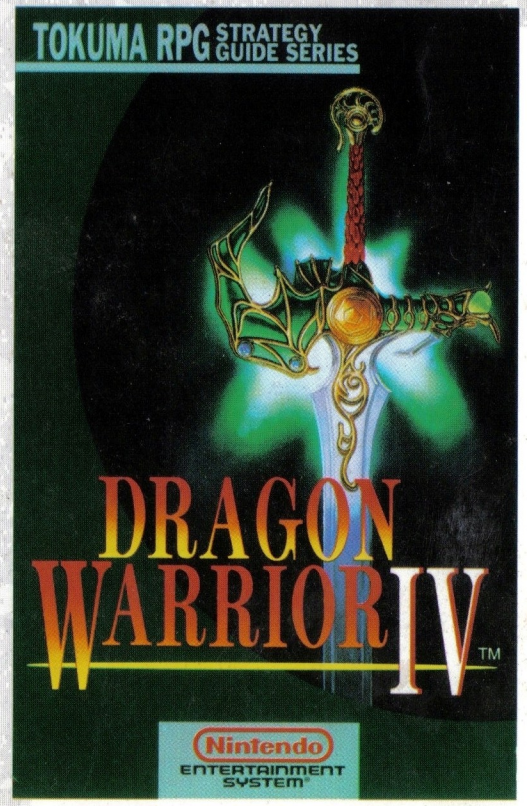

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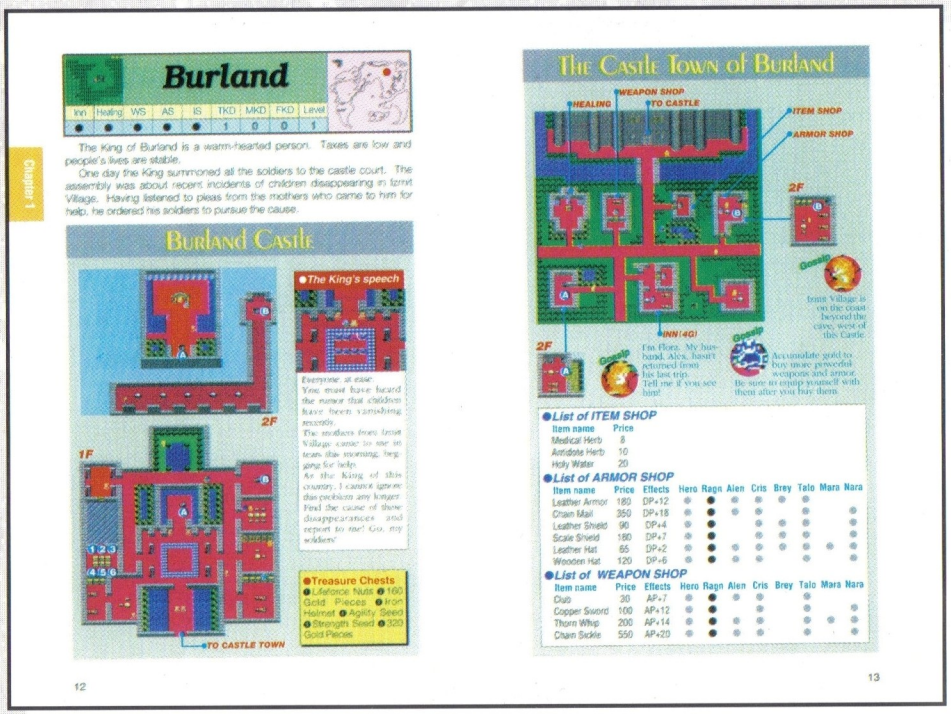

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